

EXCLUSIVE
LOOK AT
SOME OF THE
HIGHLIGHTS

BONUS INSERTS FOR TURBOGRAFX-16 & ALTERED SPACE

NINTENDO • SEGA • SUPER NES • TURBOGRAFX • GENESIS • GAMEBOY • LYNX • ARCADES • JAPANESE

ELECTRONIC GAMING MONTHLY

SEGA'S HOTTEST NEW SYSTEM

GENESIS CD-ROM PREVIEW

NINTENDO SPECIAL

**Super Bases Loaded
Trog • Shatterhand
GB Simpsons • EDF
Super Spy Hunter
GB Blades of Steel**

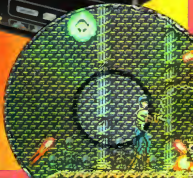
16-BIT BLOW-OUT!!

**Shining in the Darkness
Arcus Odyssey • Rai-Den
St. Sword • NHL Hockey
Parasol Stars • Speedball 2**

\$3.95/\$4.95 Canada/£2.50
September, 1991



**SUPER R-TYPE
PREVIEW!!**





GIVE YOUR GAME BOY A TASTE OF COMBAT, CONTRA STYLE.



Mmmmm, Operation C™ for Game Boy™ has all the brutal bottle flavor of the NES hit Contra.™ But here's the bite: this time it's Scorpion alone versus Block Viper—Red Falcon's partner in slime—who's turned a secret novel lab into an experimental alien freak factory.

To blow away Block Viper's pit of hideous genetic mishaps, you must blitz five merciless war zones including Mutant Mountain, Phlegm Forest and the dreaded Cove 'O the Crud Creatures. All infested with zombie snipers, bloodthirsty squid lice, savage spider moths, devastating techno-terrors and more.

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GAMES



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CIRCLE #146 ON READER SERVICE CARD.

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ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

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COVER:

Sega's revolutionary Mega-CD-ROM is the best around!

WATCH THE



IS SPACE...



STARFLIGHT

Coming To A Galaxy Near You.
Oct. 7, 1991.

Meanwhile, 500 copies of this John Berkey illustration are now available as a limited edition poster. To order your poster call 1-800-245-4525 anytime in the USA and Canada. \$6.50 plus shipping and handling. VISA/MasterCard/Discovery cards accepted.

GENESIS

EA
ELECTRONIC ARTS

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CIRCLE #111 ON READER SERVICE CARD

September, 1991

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EGM PIONEERS EDITORS' CHOICE AWARDS!

How many times has this happened to you? You want to buy a game and you're at the store. You look at the boxes and from the information printed on the package - game description and screen shots, you buy the cart. Only to find out that it's too easy, or it just wasn't what you expected. That's \$50+ down the drain. If it's any consolation, you're not alone. I'm reading dozens of similar letters each week. What makes it even worse is the fact that many of you are not buying these softs blindly. Quite a few players are getting the carts after reading a review from the 'experts'. But the problem is that many of the reviews are either always great or noncommittal. How many times have you read the overused phrase "...if you like these types of games...then you'll like this one." It's great for the magazine as the game manufacturer won't get upset, but the reader is left out in the cold.

We've taken our lumps for our honesty. In the past we lost advertisers because we gave one of their carts a less than average rating. But what we lost in ads we gained in loyal reader support. And your support helped us grow to be the best (and the largest) magazine in the industry. The advertisers have come back because you have told them that you read EGM. How? From our reader response cards that you fill out, for one. Each month these advertisers get a list of thousands and thousands of players that want more info on their products. Also by company 'focus groups'. This is the best test. Bring in a couple dozen players and put the game magazines on a table. Later they ask the players to rate the mags. And the answer...EGM. We've been honest, and you've been honest in your opinions. For this we thank you.

One of the many reasons why you buy our magazine is for our honest, multi-person review crew ratings of the new games. We have four players review every game, and each has his own particular likes and dislikes. Over time you will probably find yourself agreeing with one or another, and can take his numbers to be similar to what you would rate the game. But when all four agree that a certain title is great, then that cart is **really** outstanding.

These exceptional carts are now getting special attention. If the sum of all four of the reviewer's numbers is between 32 and 35 (all 8's or better) the company will be awarded a gold Editors' Choice Award. If the game gets a 36 rating (all 9's) they will get a platinum award. The company can then use these awards in their advertising, on their packaging or anywhere they see fit.

The one thing though, when you see the award you know it means something. No candy coating, and not the opinion of a single person, just the straight story from four players who are hard to impress.

**Ed Semrad
EDITOR**



**Look for the gold or platinum Editors' Choice award on
the BEST games and products in the industry!**

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MOST EXCELLENT GAME BOY GAME!



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CIRCLE #150 ON READER SERVICE CARD.



Alright, here's your chance to sound off: Send us your compliments, complaints, gripes and overall opinions. We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: **interface:letters to the Editor**, Sendai Publications, 1230 Highland Avenue, Suite 222, Lombard, IL 60148

EGM & DESERT STORM..

I am a 29 year old Sergeant in the United States Marine Corps, and I have just recently returned from the Persian Gulf region. While I was there I had my M16 and a gas mask to do battle. I also had an Atari Lynx and a supply of EGM to combat boredom. All four items were life savers. I would like to thank you for your support and kind offer that appeared in the July

issue of your magazine. You can have the best weapons money can buy, and you can have the strongest generals to lead the battle, but if the troops aren't motivated to fight, the war is lost. Well, I would like to say to you and all of America that gave us their support: **"THANKS FOR THE MOTIVATION."**

Sgt. Christopher C. Sheets
Dallas, GA

(Ed. Thank you for the kind words Chris. We here at Sendai are very proud of our troops who risked their lives to maintain peace in the world. The news was on constantly here at the offices and more often than not we would be watching the TV for the latest Gulf info. Congratulations for a job well done!

As we stated in the editorial, if anyone who served in the Persian Gulf wants a subscription to ANY of our

publications, just send in a request on your company's letterhead and we will take 50% of the subscription price. It is the least we can do to show our appreciation for your unselfish dedication.)

GAME GENIE IS LEGAL..!!

First of all, I would like to congratulate you on your totally awesome mag! It blows the others away! But I have some questions on the Game Genie. I've heard that the Genie shortens the life span of a game. What does that mean? And does the Genie damage the system? How much does it cost? And would you recommend getting it? Thanks!!

Sven A. Blomsterberg
Austin, TX



The LEGAL U.S. Game Genie!



I've heard a lot about Camerica's Game Genie. I am planning to buy it when I go to Canada next year. Is there any way it will be released in the U.S. before then? Give me some info.

Ian Miller
Edison, NJ

(Ed. Well guys, there's great news! Galoob won the lawsuit against the big N. That means within a month everybody here in the U.S. will be able to go to their local game store and buy this exceptional product!

Regarding the statement that the Genie shortens the life span of the game, it could. Not physically though. It won't burn out the game chips nor hurt the game system. But, if you type in an invincibility code and run through the game in 15 minutes when it would take you 3 days playing it normally, the 'life span' (meaning how long you would play the game till you beat it) is shortened.

The suggested list price will be \$50. And would we recommend buying it? You bet! We are 100% behind this phenomenal device!

MORE SUPERGRAFX...!

I think your coverage of systems and game reviews puts the others to shame. As the proud owner of a SuperGrafx I would like to know why you don't cover this awesome machine? Is it because of the lack of software? Are there more games coming?

Anthony Zubin
Oxnard, CA.



1941 has just been released for the SuperGrafx!

(Ed. We agree with you that this is an exceptional system. It is really too bad that more companies in Japan aren't supporting it. One new game every 4 months is not very good.

Even though EGM is the largest magazine in the industry, and consistently runs more pages each month than anybody else, space is always a problem. We will continue to offer the biggest and the best international coverage anywhere, and that is where you'll find out about the new SuperGrafx games. For even more SG info though, check our sister publication - Super Gaming, as that mag is devoted to the international softs.)

NUDITY IN STORMLORD?

I hate to bother you with this again, but back in Issue 22 you said that Razor Soft will put clothes on the fairy in Stormlord. Another magazine said that Razor Soft won't compromise. I would like to believe you but for the record, who is right?

Rod Saxon
Ashland, AL

(Ed. You doubt us? This is an easy one to answer! We are. The fairy will be wearing a flesh colored bodysuit when the cart gets to the stores.)

ToeJam and Earl[™] are trying to get away from the weirdest creatures in the universe.

i don't mean to complain, but in recent issues i have noticed quite a bit of "Sega-Bashing." For instance notice that you always compare Super NES games to Genesis games but you never compare Genesis games to Super NES games. How would you compare Sonic to SMB 4 and Streets of Rage to Final Fight. And lastly, your review of Sonic was outrageous. The way you raved about it, it sounded like it would get a 10. What brought it down to a 9?

(Ed. Sega Bashing? Not us! While we may compare S-NES games to Genesis games, it is not because the Sega games are being picked on. Rather, we are comparing a new game with the best on the market at the present time. In some cases the S-NES game, because it is being run on hardware which does cool tricks, will be better than the Genesis game, but in other instances because Sega

As to giving games, like Sonic, a 10, we are very hesitant to give any game a perfect rating. While the 10 was used in the past, we have since then, refrained from calling a cart perfect. It may happen someday but for the meanwhile a 9's will be the best any game can hope to get.)

In issue 19 your Turbo insert was the best one yet! While that was 6 months ago there were photos of new games in there that the other mags have yet to cover! Even the all Turbo fanzine can't come close to keeping us up to date on new products. Since you get the news first, what can we expect to see in the future?

Rafael Hinjos
Chihuahua, Mexico

Ed. You're really going to like this issue Rafael! No wimpy 2 page buyer's guide here. How about 16 pages of new, never before seen, Turbo games? Our Contract Publishing Division, in cooperation with NEC and all of its licensees, has created a new Turbo Champ supplement and, like the previous one, we get a glimpse into the near and distant future of the TurboGrafx 16, the TurboExpress, and their CD-ROM peripheral. All of the new software is described and shown and, as usual, it's only in EGM - the authoritative resource of video games!



Shape Shifter, with multilayered backgrounds, is coming for the TurboGrafx!

Earthlings.



SEGA CD-ROM UPDATE...!

I'm sold! Sega has really shown everybody that they are solidly into games with their well designed and thought out MEGA-CD-ROM. Does it really have 6 meg of RAM? Awesome! I can't wait till it comes out over here. It is going to make the Super NES look like chopped meat! Tell us more! What games are coming out?

Erik Applegate
San Diego, CA

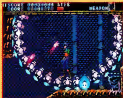
You couldn't believe how excited I got when I saw the **REAL** picture of the Sega CD-ROM on your latest cover! I couldn't wait to read all about it and you didn't disappoint me! As usual you had the info first and that's why I buy your mag. Can you keep us up to date each month as you did with the Super Famicom? How about a Mega-CD column?

Jesse Purcell
Wichita, KS

I knew you guys would be the first with the actual info on the Sega CD-

ROM! It sounds like it will update the Genesis hardware to a point where it will surpass the features of the Super NES. Tell me it will! How about some game screens now? The others will take forever before they get the details. *Not One* will acknowledge its existence in Sept., the second in October and the last not till June because they only talk about U.S. products in the stores. Keep up the great work!

Telly Perez
New Haven, CT



Earnest Evans, an Indiana Jones-type quest game by Wolf Team will be one of the first Japanese Mega-CD games!

(Ed. New information on the phenomenal Mega-CD-ROM is coming in weekly from our World Net™ sources.

First there are a few new specs you'll want to know. The access time has been clocked at a minuscule 1 second! Also, since the Mega CD-ROM has memory to burn, Sega has allocated 1 megabit just for the instructions on how to operate the unit! And, the sound specs are among the best ever! Sampling is at 32 KHz and there is an 8 times over sampling digital filter! That's better than some home players! Graphically, the new MC68000 will be able to do a lot of cool tricks like biaxial rotation, enlarging, shrinking, zoom, fade in and out. All in hardware rather than in software as it is now being done!

Check out our International Outlook section in this issue for game screens and more info. As you will see, the first games to come out will be heavy-duty military simulations and RPG's. All in Japanese. For this reason, Sega of America is holding back on releasing it over here until developers can finish up on the U.S. CD's.

Check it out. ToeJam and Earl are two hip hoppin' aliens in a most serious jam. They're stuck on Earth.

So keep your eyes and ears peeled for a couple of rappin' aliens gettin' busy in a new game. Only on Genesis. They'll be the ones getting chased by the mad dentist, the crazed shopper, a nerd herd and every other Earth-freak around. You can't miss 'em.

SEGA
GENESIS



WHO'S ON FIRST..?

First of all, I must congratulate you on a great magazine. I think, excuse me, I know that your magazine is the best out of all the magazines that are out. I look at all of them in the stores and if one looks like it has something new, then I'll buy it. Yours has gotten to the point where I'll buy it every month.

One thing which disturbs me is when another magazine lists a game as an exclusive or uses words that tells the reader that they can see it there first. I admit, it catches my eye, but after checking it out I find it is something that you have covered months ago. Aren't there laws against that. Also how can others run the same inserts that are obviously ones that you created and ran in your mag? Do they think the players don't know who covers a game first?

Brian Duffy
New Orleans, LA

I just had to drop you a note telling you that I like the changes that you are making to your magazine. The best change are the inserts you run. While I may not be interested in every one that you run, at least they have variety and are different each issue. The ones that I did like (NEC, Lynx and EA) were thorough and complete and show a lot of new games and info. Keep them coming! You haven't done a Sega one yet.

Drexel Hoffman
Collinsville, OK

(Ed. We agree with you that it is confusing to see a game in one magazine one month and then as a "first" in another mag the next month. We got a good chuckle about the Ninja Gaiden 3 claim but hey, as the industry tightens it's belt, and the other mags can't keep up with us in size (even those with unrelated computer coverage) some will do anything to try to get more attention. The irony of it is that they aren't fooling the readers.

The reader response to our inserts and supplements has been overwhelmingly positive! After reading hundreds and hundreds of your letters, we are very excited about the inserts and supplements planned

through 1991 and into 1992. Response from the industry is equally as positive, and as our Contract Publishing Divisions staffs up to meet the demand, you will see multiple inserts and supplements each and every month through the end of the year! And they are all free to the readers! Can't complain about that! No Sega insert yet? Wait till next month. You'll need two hands to carry our October issue!

MEGA DRIVE GAMES..

I need your unmatched wisdom of foreign games to help me out. I have all the good U.S. games and I want to get some cool looking Japanese games. Can you preview more good MD games that won't come out over here? And since MD games are \$20+ more than the same Genesis game, make sure that you tell us if the game will come out in the U.S.

Matt Huits
Bloomington, MN

One company that advertises in your magazine is listing an 'uncensored' Mega Drive version of DJ Boy. What's the difference?

A. Patrick O'Gorman
Hustisford, WI

(Ed. Our international section previews each month, the best games from across the ocean. Unfortunately we can not say with certainty whether they will ever come out in the U.S. That's the chance you have to take with buying foreign games. The Japanese version of DJ Boy has racial scenes that would be frowned on here in the U.S.)



Become a *dealer* with The Exchange. We supply quality tested and guaranteed used games at wholesale cost to dealers. Send for a FREE brochure and price list.

Coming up of the month: "The next time someone tells you you're playing a game too loudly, turn it up so you can't hear them complain." Mike B., Athens, GA. Send your witty questions to The Exchange and win FREE games and national recognition.

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ABOUT OUR RATINGS:

- 10 = Perfect
- 9 = Outstanding
- 8 = Excellent
- 7 = Very Good
- 6 = Above Average
- 5 = Average
- 4 = Fair
- 3 = Poor

STEVE

Steve has been hard at work looking for the real meaning of Christmas this month. He has yet to find it, but the magic month is approaching and he wants a MD CD-ROM.

ED

Ed has been trying to get through Super Ghouls and Ghosts for the last few days. Zelda 3 is his main project though as he likes the quest type games the best.

MARTIN

Our number one player has been mastering some of the new Super Famicom shooters like EDF and Dimension Force. His favorite still is Super R-Type.

SUSHI-X

Sushi-X has been quite busy testing out the new technology in arcade games. Virtual reality, Sega's holography, and DVI are the games he's excited about.

Nintendo - Jaleco Shatterhand

Type: Action Release: Now
Levels: 7 Difficulty: Avg.



Shatterhand really gives a definition of the term "fists of steel". The world is under the control of a hostile group of power-crazed conspirators, and you have to stop them. Collect coins to purchase health and 1 ups and collect symbols to get specialized robot drones that each contain a unique weapon that does devastating damage. The fate of the world depends on your skills and strength.

Shatterhand represents one of the rare games that uses a tried and true theme but then supports it with a compliment of good graphics, sound, action and play technique. The game may have some familiar features, but the package is totally unique. Bravo Jaleco!

It's going to be a no name sleeper and you can't afford to miss this great cart. Nothing new here but everything is just done perfectly. And when that happens, you end up with a game that is actually fun to play. One of the best games to come along in quite a while.

Finally another decent game came out for the Nintendo. Shatterhand! It's been a long time since I've played a game that offers the graphic, sound, and game play that this game offers. Also, it has 9 completely intense power-ups. However is a bit too easy.

Shatterhand is mind-shattering! The developers at Jaleco are obviously behind this one. The feel and control are reminiscent of Shadow of the Ninja, another awesome game. The graphics are well done, the control is excellent, and the music rocks! I hope to see more titles like this.

Nintendo - Jaleco Bases Loaded 3

Type: Sports Release: Now
Levels: NA Difficulty: Avg.



Jaleco will soon produce the third installment of their hit series, Bases Loaded. The game is played in a behind-overhead perspective. The game contains many improvements over the previous version in all aspects of the game. Other things that this cart contains is a mode that you can switch off the music and sound effects. The stats and names of the players can be changed as well. Fans of the originals rejoice.

While I'm a big fan of baseball games, this update to the original Bases Loaded seems slightly unnecessary to me. The game progression is not that pronounced and the graphics, set-up and execution each require a longer-than-average curve to learn. I pass.

I like baseball games and they have improved dramatically over the last year. But the only reason to bring out a new version is if there are MAJOR improvements. The game is slightly better than BL2, but this version is hard to get used to. It's not a bad game, but not revolutionary.

Bases Loaded 3 looks just like Super Bases Loaded for the SNES. However, the graphics and game play aren't as good as BL2. The reverse perspective doesn't work when you are hitting and fielding the ball. The idea was good to revamp BL2 but it just didn't work.

Bases Loaded 3 is an example of a game that seems to have been rushed through production. The game play is not spectacular and not as good as BL2. The graphics are better and approach that of their SNES version. The other improvements are minor and not spectacular.

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CIRCLE #110 ON READER SERVICE CARD.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



Super NES - Enix Actraiser

Type: RPG Release: Now
Levels: 19 Difficulty: Avg.



Take the role of an angel who must force back the clutches of evil so that your people can prosper. First you'll need to settle your land so that you can start your village. Fight out battles in furious side-scrolling panoramas and bring forth civilizations in an overhead perspective. The more land you can claim for your people, the more power you will obtain and the more creatures you can cut down.

This game is the perfect melding of Populous and Castlevania, with strategy segments that lead into incredibly detailed action sequences. The building sections are straight-forward enough and while the battle scenes lack power-ups, the detail in animation and sound is amazing.

I like quest games and this is the best ever made. The game play is perfect, not too hard to make it frustrating but challenging to make it difficult. Graphics and audio are what the S-NES is all about - superb. Finding a game better than this is going to be hard to do.

This game is one of the best games that is out for the Super NES. The graphics and game play are uncomparable to all others, and the music is absolutely awesome! Not only is the game an intense action game but it has a little RPG in it which makes the game fun.

Truly awesome! This is the quest/RPG game which all others will be compared to, no matter what system the game is on. Unbelievable music which is a soundtrack rather than just random noise. The graphics are spectacular and the quest challenging.

Super NES - Irem Super R-Type

Type: Shooter Release: Nov.
Levels: 7 Difficulty: Avg.



The Bydo empire is back, and this time in 16-bit S-NES style. Your task is to pilot the R-9 attack cruiser into the very center of the empire and take out the ultimate ruler once and for all. The Cruiser can be equipped with a special pod that can produce many devastating attacks such as reflector lasers, flaming balls, and ring lasers. Hold down the attack button for a major blast or hold it longer for even more power!

Super R-Type is a hodge-podge of the very best from both the arcade games with a large cup of new material thrown in for good measure. It's vintage R-Type, with incredible graphics, sharp weapons and awesome enemies. It's too easy and too short, but the trip is spectacular.

Easily the best S-NES shooter on the market. But, it appears that it is too good. Whether the massive slowdown is due to the slow CPU in the S-NES or inexperienced programmers, it is most stunning graphics, fantastic weapons and huge bosses make it a sight to see though!

Super R-Type is great. The sound to this game is incredible and the music tracks go on and on. The game play is what hurts the game a lot because it suffers from slow down and there is some flicker. If this game played like a Thunder Force 3 or a Gaiarses it would be a definite 9.

Super R-Type is an amazing shooter with one minor flaw: slow down. After that, it's great! All of the power-ups, HUGE bosses, and jamming music are all here with more to spare! Any shooter fan should pick this up, but be warned, it's a little easy, too. At least there's a difficulty mode!

Super NES - Nintendo Pilotwings

Type: Sim. Release: Now
Levels: 8 Difficulty: Avg.



The first breed of Simulator on the S-NES. Take control of many different vehicles and items that will challenge every piloting skill that you can muster. Take control of an ancient biplane. Learn to control your weight while suspended from a parachute. Perfect your hang gliding skills. Even steer the power of a jetpack through a very taxing obstacle course! A treat for all simulator fans everywhere!

This game is less of a game than it is a show-off cartridge for what your Super NES can do with its scaling and rotation. For the great majority of the game, it's you against yourself in various flying craft testing skills of aviation in a real pseudo-three-dimensional universe. Pretty good!

Yes, it looks good, and it does things no other home game has ever been able to do but when it gets down to it, the actual game is rather thin. I tired of the geo-whiz scaling and rotation after the first hour and then started looking for the challenge, which never appeared.

Pilot wings doesn't have the graphics and sound that other Super NES games have but the game gives a whole new twist to flight simulation. I like the different things you can pilot and the jetpack is my favorite. The best thing about this game are the really cool wipe outs you have.

Pilot Wings is a cool show-off game for the Super Nintendo's new Mode 7 scaling and rotation capabilities. The challenge is high and it even has a touch of humor. Try landing without opening your parachute! Hilarious! I hope Nintendo makes a sequel to this one.

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Genesis - Sega Super Volleyball

Type: Sports Release: Now
Levels: NA Difficulty: Avg.



The latest and improved version of the hit cert Super Volleyball will soon be back on the Genesis. Use your spikes, sets, bumps, and other agile movements to work your way through the championships and end up with the trophy. Choose your team out of a number of different foreign teams that have many different strengths and weaknesses. Have a friend over and compete with them for more added fun.

This game gets a couple of strikes right out of the gate. First, the theme is not exactly at the top of anyone's list. Secondly, the game play is entirely two-dimensional, an incredibly bad trait for any "sports" simulation. It's topped off with control that leave much to be desired.

Certainly not one of the best games I have ever seen on this system. The graphics are flat and game play isn't fun. It's far too easy, and lacks...everything. It looks more like a Game Gear copy than one for the Genesis. Nuff said.

I wasn't impressed at all with this volleyball game. I know that this is the first volleyball game for the Genesis but they could have done a better job. The game is fun when you first start playing it but it gets old really fast because the game play is repetitive and easy to master.

Super Volleyball is a waste of the Genesis! Although the idea is good and the execution is okay, there is no reason that this title couldn't have been in 3D. The 2D perspective take away much of the imagination and causes Super Volleyball to be repetitive and boring.

Genesis - Electronic Arts NHL Hockey

Type: Sports Release: Now
Levels: NA Difficulty: Avg.



Electronic Arts' latest addition to the Genesis' sports arena is a hockey simulation. You have your choice of NHL Teams, each with their own stats for each individual player. Hit the ice in a furious, action packed cart that contains all the grunts, groans, and crunches of the real game. Be careful, if you get into a fight you'll be sent into the box. Two player is even more exciting. Instant replay included!

EA strikes again with another intense sports game that not only captures the essence of the sport it's recreating, but also throws in many video game elements to really make the game explosive. Awesome graphics and incredible play controls to make another great EA sports game.

EA strikes again! It is beginning to look like sports games are their specialty. This is hockey. Better than anything on any system and even the computers. EA won the Madden vs. Montane football battle and from what I saw, Sega shouldn't even try their hockey. This one can't be beat.

Now this is the kind of sports game I would expect to see on the Genesis. This game is awesome. The graphics are a great and the game play gives you the effect of actually skating on ice. They even added a cool extra replay mode that is cool. I like the rewind mode.

NHL Hockey is awesome! The instant replay is the best feature to be placed in a sports game ever! I hope EA decides to place it in all of their upcoming titles. Anyway, it's a near perfect blend of graphics and sports action. The only complaint is the slightly difficult play control.

Genesis - Renovation Arcus Odyssey

Type: RPG Release: Now
Levels: 8 Difficulty: Avg.



Off in a distant time period, two forces clashed. Good and evil. They were in the form of Leely and the evil sorceress Castomira. Evil had lost this confrontation and was striped of its power over the land. However, Castomira is starting to rise again in the land of Arcus. and now you and a group of warriors are sent to destroy her once and for all. Parallax scrolling and a great sound track are in this Gauntlet style cart.

Take the animation routines from Final Zone and throw in some RPG overtones and you get this new entry from Reno. While they've mastered the control problems that plagued the earlier effort, the look and find theme and lack of real confrontation left me cold. Will appeal to some, however.

Arcus is a good change from the run-of-the-mill Sega games that have been coming out recently. I like the two player version and that alone makes the game worth while. Throw in plenty of action and a funky 3-D perspective and the game comes out good. Control takes some practice.

The game is coo!!!! It has 8 levels of 8 Meg power and the graphics are great. You have a choice of four different characters to play from and I love the Two player simultaneous mode. The one let down in this game is that it is a bit too easy and the end came much to soon for me.

Arcus Odyssey is a little frustrating at first, but the game play becomes better as you go along. It's not a spectacular genre, but it reminds me of that cool monster, Elemental Master for the Mega drive. The 3D perspective here doesn't help the game, but it adds a touch of style.

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CIRCLE #142 ON READER SERVICE CARD

TurboGrafx 16 - Working Design Parasol Stars

Type: Action Release: Oct.
Levels: 6 Difficulty: Mod.



The third installment in the Bubble Bobble trilogy will soon be coming to the Turbo from a new company - Working Design. You are sent to rid a planet from a horde of nasty creepizoids that have overridden the planet. Use your Parasol to pick up enemies to whip them at the other creatures. Bubbles that appear can be collected for a truly mega blast of intense water! Good scrolling and cute graphics accompany this cart.

With Parasol Stars you get a game that displays some ties to Bubble Bobble and other fatso games, gives you plenty of levels to conquer and then throws it all together in a package that does very little to create any real excitement. Stars is too repetitive and just isn't much fun.

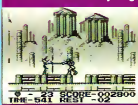
Once in a while I like a game that is mindless fun. I don't have to think about strategy, and can just plow ahead having fun in the process. The younger players will have a blast with this one as that seems to be the target audience. Not for the die-hard action players.

Parasol Stars, Or should I say Bubble Bobble 3, isn't that bad of a game. I mean, the graphics are decent and the game play is good, but the thing that makes it so good, is that it's fun. It isn't really hard, but the length of the game makes up for that entirely. Very Decent!

Parasol Stars is a perfect sequel to Bubble Bobble 3, isn't that bad of a game. I mean, the graphics are decent and the game play is good, but the thing that makes it so good, is that it's fun. It isn't really hard, but the length of the game makes up for that entirely. Very Decent!

GameBoy - Konami Castlevania 2

Type: Adv. Release: Nov
Levels: 5 Difficulty: Avg.



The first Castlevania on the GameBoy proved to be the most memorable. Soon, the sequel to the ever popular game will be coming out! The quest is in similar design to the previous cart. Though this time, the quest is larger, and there are more hidden items and bigger, badder bosses. Some characters are the same as well as new ones. And all the power ups are retained to make this the best cart yet!

This is about as good as an action game can get on the GameBoy. Those who are familiar with the original GB version will find A LOT in common with the sequel, that doesn't diminish the punch of a game with rich backgrounds, detailed characters and fast-paced play techniques.

Don't expect anything new here. This isn't a sequel, it is a continuation of the first game. Visually everything is the same. There's not even as the first was such a great game. Players will like this version as, like the first, the game play is great, as are the graphics and challenge.

The second Castlevania adventure for the GameBoy is even better than the first. The graphics are top notch, the music is really cool and the game play is awesome with more power-ups, hidden rooms and special techniques than the first. One of the best carts available for the GB.

Castlevania 2 is marvelous, but short. Like a typical GameBoy game the graphics are nothing to write home about, but they do for now. The music deserves the same comment. We keep in mind that this is a challenging game! All Castlevania fans will love it! I did.

Lynx - Atari Turbo Sub

Type: Shoot Release: Oct.
Levels: 6 Difficulty: Avg.



The next card up for the growing line up of Lynx game is Turbo Sub. Guide your special attack cruiser through enemy infested territory. But not only will you be able to do battle in the sky, but you can also dive under the sea any time you want to really shell it out. Many attack fighters and enemy sea monsters will attack you mercilessly. The action is viewed in first perspective and the action never stops.

While Turbo Sub boasts some dandy themes, the execution of each of the different elements in Turbo Sub is a bit haphazard. Flying above and below the waterline popping off enemies is good, but the play mechanics that are employed remain a bit haphazard. Not bad though.

If this is a sample of the new Lynx games then Atari is going to sell a lot of systems. The animation is great and the scrolling is spectacular. It's about time that the games got better. It's a fun game that controls well. The in-and-out of water sequence is exceptionally well done.

Well I have been waiting for another good game to come out on the Lynx and I think this one is it. The best thing about the game is that there are some really neat animation, and the game play is good, making the game very fun. I hope the guys at Atari will make more games like this.

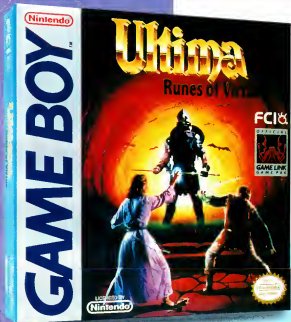
Turbo Sub is a cool Lynx game. Now those are three words you rarely see in one sentence, but it's true. If the incredible scrolling doesn't rope you in, perhaps the ability to dive underwater and take off for the sky at anytime is variety enough for you. I like the windshield wipers...

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Enix - RPG

Frankenstein
Bantek - Action

Magic Darts
Romstar - Sports

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Camelot - Sports

Motor City Patrol
Matchbox - Action

Ninja Gaiden 3
Tecmo - Action

RBI 3
Tengen - Sports

Robin Hood
Virgin Games - Action

Rockin' Kats
Atlas - Action

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Koei - Simulation

Ryne Sandberg Plays Baseball 3
Jaleco - Sports

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Vice: Project Doom
American Sammy - Action

Where's Waldo
THQ - Family Fun

SUPER NES

Actraiser
Enix - RPG

Gradius 3
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Super Baseball
Jaleco - Sports

Super Mario World
Nintendo - Action

Super R-Type
Irem - Action

EXTRA! EXTRA!

Congratulations to the Vic Tokai contest winners!

In the April issue of Electronic Gaming Monthly, Vic Tokai presented the Vic Tokai Giveaway. The grand prize winner was Gale Koewing from Montrose, AL. Gale won a cool, new mountain bike and the NES game, The Krion Conquest. Good work Gale! In the June issue, the Vic Tokai Scramble debuted and was a hit with EGM readers. Thanks to all who responded and hats off to the winners (listed on the opposite page)!!!!



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THQ - Sports

**Bugs Bunny
Crazy Castle 2**
Kemco - Family Fun

Castlevania 2
Konami - Action

Crystal Quest
Data East - Action

Fastest Lap
NTVIC - Sports

Final Fantasy Adventure
Square - Adventure

Final Fantasy Legend 2
Square - Adventure

Gauntlet 2
Software Toolworks - Action

InfoGenius Systems
GameTek - Educational

Klax
Software Toolworks - Puzzle

Mega Man
Capcom - Action

Prince of Persia
Virgin Games - Adventure

Trax
HAL America - Action

Who Framed Roger Rabbit
Capcom - Family Fun

TURBOGRAFX-16

TV Sports Hockey
NEC - Sports

Yo Bro!
NEC - Action

GENESIS

Arcus Odyssey
Renovation - Action

Shining in the Darkness
Sega - Adventure

Mike Ditka Football
Accolade - Sports

Slaughter Sport
Razorsoft - Action

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Tengen - Action

Speedball 2
Arenas - Sports

Raiden Trad
Bignet - Action

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LYNX

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Vic Tokai Giveaway

Gale Koewing, Montrose, AL

Ethan Allen, Redondo Beach, CA

Rich Retzlaff, Montrose, AL

Robert Sledge, Spanish Fort, AL

Rene Staum, Milwaukee, WI

→ Mountain Bike

→ The Krion Conquest

→ Light Boy waist bag

→ Light Boy waist bag

→ Kid Kool

→ The Krion Conquest

Vic Tokai Scramble

Adam Salazar, Miami, FL

Ernie Shank, Cassopolis, MI

Daniel Acaba, Brooklyn, NY

Ian Alchison, Alberta, Canada

Jeffrey Nadeau, Washburn, ME

→ All-Pro Basketball

→ The Krion Conquest

→ The Mafat Conspiracy

→ The Krion Conquest

→ Conflict

GAMING GOSSIP

...Hold on to your joysticks boys and girls, the big bopper is back, with more of the meatiest gossip from inside and out the video game world! The Q-Meister gets some help on the international beat this month from Terry-Aki, EGM's main man on the streets of Japan who's got the dirt on the new Super NES CD-ROM drive! Mr. Aki's been researching this one for some time and it looks hot...It appears that the big 'N' won't be hitting with their advanced CD-I drive now being developed by Philips until August of '92. That's when video gaming's megacorp. unloads with a new peripheral upgrade to the Super Famicom that many in the know (like me) are saying will spin games into a whole new dimension. How successful Nintendo will be and initial game titles, however, remains to be seen...Meanwhile, the Q-Mann has learned from Terry-A. that the Sony 'Play Station' system, which is little more than a CD-ROM/Super NES hybrid, won't be showing up in the Land of the Rising Sun. That's right you Quarter-maniacs, our buddies across the big blue won't ever get to play with this nifty new machine! Ha! Ha! Ha! The Sony machine sound mean, but who's up for the softs?...In other CD-ROM news, Sega's super CD system, which was recently shown to U.S. game fans for the first time in last month's issue of EGM, will be getting a shot in the arm from the folks at JVC, who are set to market a dual console that plays both carts and Mega-CD discs!...If you know so much about video games, how can you give SC a 9.5??? What a joke...

...Now that the Game Genie has made bond and is out on its own merits, the Quartermann has to ask, once and for all, what Nintendo was trying to protect all of us good little game playing boys and girls from? Seriously, you may be the Super 'N' against Judge Wapner, but the only thing the Game Genie will do in the Q-Mann's opinion is breathe some new life into games like Chubby Cherub and Iron Tank...Speaking of the Genie, could a 16-Bit Sega or Nintendo model be far behind???...Dan, Dan, Dan - Don't take life so seriously...Don't be surprised to see 3-D video games very soon on the upscale systems. While yours truly must keep his lips locked for now, rumor has it that a company will be springing such games into the 16-Bit market soon! Don't know whether or not you have to wear silly red and blue glasses, but the effects are said to be quite intense...

...Atari has finally yielded to the masses and unveiled the Lynx 2! Although the company doesn't like to call it that, the Quartermann finds the new device to be totally buff, with new features and a cool look that make the old model obsolete. Now that they've gotten one piece of promised hardware into our hands, where are the games to go with it?...Guess we'll get to see the Star Wars trilogy on our Nintendo's as well as on video! The first installment is nearing completion while the second title, The Empire Strikes Back, is jammin' along. A third game based on Return of the Jedi is only a matter of destiny...Get ready for another video game show on television this Fall! From the same producers of Video Power, the hyper-cartoon show starring that kid who acts like he eats too many Cherrios in the morning, comes the first game show based around the games themselves!...

...Sure, everyone's looking to CDs for full-screen, full-motion video in their games, but the Q-Mann sees the sun rising on digitized graphics like the ones you'll soon be seeing in Williams' new Terminator 2 video for the arcade! The machine is buff to the max, with full-motion, full-screen clips from the movie that are so good, it looks like you're watching the movie itself! Believe the Quartermann, when you see how much fun it is to blow chunks out of Arnold's head and see intermissions that include footage cut from the movie, you'll be blown away as well! It's new technology pushed to the max that only Williams seems to be able to deliver...Quartermann loved Terminator 2, but I still can't figure out how they got the T-1000 back though time when only living tissue can be transported! Also, in the movie there was another five years until armageddon but by the film's own timeline it was already 1995 (10-year-old John Conner was born in '85). Don't look at me...That's it this time around kiddies! Be sure to tune in to this same magazine next month for the complete scoop of what's hot and what's not anywhere and everywhere around the world of electronic gaming!...

- QUARTERMANN

The Future's A Blast!

It's the year 2029 and humanity faces certain extinction! An alien force led by their Supreme Commander Vile Marmot is positioned to destroy the Earth.

The President has little time to act. He assembles the greatest scientists from around the globe to stop this menace. From their laboratory came mankind's last hope: the members of **S.C.A.T.**

The Special Cybernetic Attack Team has one goal: the utter destruction of the alien fleet. "They've sent an armada to conquer us. We've sent two warriors from S.C.A.T.... It should be a fair fight."

- Capture and adapt multiple weapons systems.
- 1 or 2 player cooperative play.



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Join two ninjas on their mission to overthrow Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces.

"Natsume's latest is one of the finest NES games released this year or any other year." - VG&CE, Dec. '90

Tail Slamming Action!

Charly the mountain alligator must stop an evil dragon Warlord from conquering the peaceful animal kingdom of Moberry. Join Charly as he strikes a blow for freedom with mighty sweeps of his massive tail in this action/adventure title for the Game Boy.

- Gather power-ups for long range attacks.
- Password feature returns you to all the excitement!



Prince Pendrich must rid his palace of the enchanted army of an evil wizard in this action/maze classic! "Amazing Penguin is a great, enjoyable one player challenge." Game Pro Magazine, Nov. '90..



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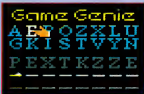
Early in July Lewis Galoob Toys, Inc. announced that they had been advised by U.S. District Court Judge Fern Smith that the court has ruled in favor of Galoob in their lawsuit with Nintendo of America regarding the manufacture and sale of Galoob's new Game Genie™ video game enhancer.

With the Game Genie now legal in the U.S. (the Canadian courts have previously ruled that the Game Genie is legal in Canada), Galoob announced that the Genie would be available to consumers within the next 60 to 90 days.

EGM has also found out that the Game Genie will first undergo test marketing in Chicago and Dallas before the national rollout. The Genie is expected to retail for about \$50.

Basically the Genie is a device which connects between the game cartridge and the game system. With the Genie installed, you can type in, on a special passcode screen, up to 3 codes (6 codes if you 'gang' two Genies together). Depending on the game these codes can give you extra (or infinite) lives, energy, weapons etc. They could let you start on any level, or give your character exceptional abilities. It does this by temporarily

altering the program code for the specific function. Since the original unaltered game cartridge program code is 'permanent', when the system is shut off, the changes you made are erased from the system's memory.



Enter the passcodes in the special screen for new tricks!

Along with the Game Genie, you get a 150 page book that lists hundreds of codes for over 100 different NES games. As new games are released Galoob's programmers are there with Genie codes for the most recent carts. In fact, a second volume of the code book, containing codes for another 50 new games including TMNT 2, Simpsons and Megaman 3, in addition to even more codes (coins can kill you in Super Mario Brothers!) for some of the older carts, is now being printed.



Try out new 'minus worlds' by jumping OVER the flagpole in SMB!

The Game Genie does what it claims and, now that it is legal, will probably be one of the hottest selling items this Christmas!

At about the same time the Game Genie hits the stores, another great product, called the Game Action Replay should be appearing also. This device has the ability of storing game information. Most NES games don't have a battery back-up nor do they use a password for a 'save' feature. With the GAR, you can save your current location in any NES game! Should you, up to a year later, want to continue the game you saved, the GAR will download that game location back into the machine and you can continue your game!

Consider the possibilities! Say you get to a spot in a game where you normally lose your life. Save the game before that spot and then continue the game. Should you die, you download that spot again and try it over and over until you do it right! It sure beats having to lose a life and starting back at the beginning of the level!

Besides this unique save feature the GAR can give you adjustable slow-motion action on any game.

The GAR will retail for about \$60 for the NES and it comes with 256 kbits of memory. While not sounding like a lot, it doesn't download the whole game and it can save about 5 different games. A 4096 kbit model will be available but not in the U.S. Genesis, Famicom and Super Famicom versions are being considered.



An early prototype of the Game Action Replay for the NES!



The, now legal, Game Genie will be in the U.S. stores within one month!

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Welcome to the Blood Pit, sports fans! For your viewing pleasure, the following bout will be to the death! As if you expected anything less from the horrific brutality known as SlaughterSport.

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"Cool....An upgraded 'Street Fighter.' This game screams 'abuse me!' — Brian Cosgrove, Game Reviewer

- 2 Player Simultaneous Option!
- 12 Paralyzing Magical Spells!
- 18 Murderous Opponents!
- 24 Bone-Crushing Moves!
- 306 Different Bouts!
- 6 Megabit Action!
- 16 Bit Graphics!

1 SURVIVOR

INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

First Batch of Sega Mega Drive CD-ROM Games Announced!

Sur Dé Wave/Mega Drive CD-ROM NOSTALGIA 1907

One of the first CD's will be a detective-type mystery game quite similar in concept to Murder Club for the Turbo-CD. This version offers hundreds of very detailed half screen graphics. You must investigate and search through a luxury liner set in the early part of the 20th century. Ask questions, get clues, and find evidence.



Game Arts/Mega Drive CD-ROM LUNAR

It's the first RPG for the Mega-CD-ROM and it's unlike any other to date! Take your party of 5 on a quest that is longer, harder and more involved than any you've ever tried! The intermissions feature huge characters, which animate as smooth as movie film. And all without the bothersome black screen during data access. The battle scenes are very detailed, like those in Dragon Quest 5 and the sound...equal to if not better than the Turbo CD's!



LEAP INTO ACTION!



Incredible dangers await you, Prince Talmit, as you set out to rescue the wildest amusement park ever built - **MARVEL LAND!**

Dodge massive enemy assaults while hanging on to rollicking roller coasters. Take tremendous leaps between gigantic Ferris wheels! Escape King Mole's wrath by diving through hidden warp doors that teleport you instantly throughout the park.

As Prince of the Dragonmen, your mission is to defeat monstrous Bosses by outwitting them in challenging games such as Musical Holes. Use your greatest weapon, the power "Spirit Whip" to

destroy all invaders in this **8 MEGABIT** wonder from Namco! Get set for fantastic Bonus Round action in the Namco Light Parade and earn Big Points! Death defying adventure awaits as you struggle to liberate **Marvel Land** from the clutches of the evil Mole King.

For more information write:

Namco Hometek, Inc. 3255-1 Scott Blvd.
Suite 102 Santa Clara, CA 95054-3013



namco
The Game Creator

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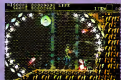
Game Arts/Mega Drive CD-ROM NOBUNAGA vs. IEYASU

If you thought the NES military simulations were long and involved, wait till you see how complex a memory-is-no-object CD simulation can be! Very detailed and realistic backgrounds and terrain, and the battle scenes are fantastic. Tired of waiting eons for the computer to move, it's now instantaneous with dual CPUs!!



Wolf Team/Mega Drive CD-ROM EARNST EVANS

Renovation is doing El Viento for the Genesis. Earnest is the prequel to El Viento. Set in the early 1920's you are an Indiana Jones-type character and your goal is to find a magical book in the deepest reaches of the jungles of Peru. Meet Anette during your travels and save her from the dangers she seems to always get into. This one could make it to the U.S.!



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- 1 or 2 players
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- Animated announcer
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- Superior graphics
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- 10 Rooms in each level
- Password for continual action
- 13 Magic power-ups

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- Special 2 player rounds
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CIRCLE #125 ON READER SERVICE CARD

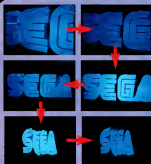
Wolf Team/Mega Drive CD-ROM FARIA

Sega and it's licensees are jumping into heavy-duty RPG's immediately. This one features a monstrous quest, the length of which has never been attempted to date. Unfortunately it is all in Japanese and any U.S. version would require massive amounts of translation. Great voice, BGM and soundtracks add to the already superb game!



Sega/Mega Drive CD DEMO DISC

OK, so it's not a game but we thought you would be as impressed with what the system can do as we were. Scaling, biaxial rotation, and zoom are now done by the hardware. Full motion video and other cool tricks are possible with this super dual processor system. Hmmm, does the Sega Genesis + CD ROM = the Giga Drive that we talked about in earlier issues???



SEGA AND LICENSEES ANNOUNCE NEW CD-ROM GAMES!

Sim Earth - Sega
Dark Wizard - Sega
3 x 3 Eyes - Sega
Lies of the Dragon - Sega
Earnest Evans - Wolf Team
Faria - Wolf Team
Super Gal's Panic - Kaneko
Nobunaga vs. Leyasu - Game Arts
Lunar - Game Arts
Yumimi Mix - Game Arts
Shbaltz Silt - Kogado Studio
Nostalgia 1907 - Sur Dé Wave
Crying Dragon - Treco
Vais 2 - Treco
Cosmic Fantasy - Telenet
Alsun Battle - Human
World Rally - Visco
Detonator Organ - Hot-B

Also, CD-ROM games, presently untitled, are coming from: Victor, Asmic, Sigma, Taito, Toshiba EMI, Toyo Recording, Japan Computer System and Japan Dexta.

Some game names are preliminary and subject to change.

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CIRCLE #161 ON READER SERVICE CARD

Treco/Mega Drive FIGHTING MON- STERS

Alien wrestlers must be the latest thing in Japan as here comes yet another. Choose your monster from 12 different beings and then get set to wrestle the other 11. Beat all of them and then take on the alien boss - Valgas. Or, play the game in the Vs. mode with a friend. In this version, again pick your alien, and it's the best two out of three matches. Some great effects like flying and spitting fire set this soft apart from the other grapplers.



Konami/ GameBoy KONAMIC GOLF









The masters of game design are moving into the GameBoy system with a new golf game. It's a huge (at least for GameBoy standards) 2 meg cart and with this extra memory they packed in 18 holes of very realistic golf action. Play in either the tournament mode, the Vs. mode against the computer, a Vs. mode against a friend, or a practice mode where you can select any hole and try it over and over again.



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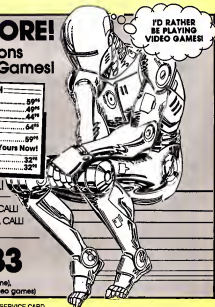
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CIRCLE #178 ON READER SERVICE CARD.



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Dragon Warrior III

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ActRaiser

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ActRaiser -- Our 16-bit action/simulation game has received rave reviews from industry insiders, setting a standard for the new Super NES. As the "ActRaiser," rid your people's land of its evil conquerors. Revitalize civilization and lead your people to prosperity. Can you right an outrageous wrong and return the force of good to the universe?

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THE SUPER FAMICOM TIMES

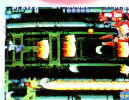
DEFEND THE EARTH!

E.D.F. stands for Earth Defense Force, and in this high powered horizontal shooter, you're the force that stands in the way of an alien invasion! Hordes of aliens are attacking the Earth and only you can stop them! You'll have to act fast to beat them before they can enslave the world. First, arm your ship from a huge arsenal of weapons. Each type of laser has a different feature, so pick the one that works best with your strategy. Then, take the battle to them in the skies above your beloved planet! After beating them there, rocket into outer space and prevent the attackers from ever coming back. Wave after wave of ships come at you before you have to face off against the giant end bosses! E.D.F. has awesome graphics and explosions that will knock you out of your seat! This game has it all; cool power-ups, excellent animation, and great sounds. E.D.F. is a shooter that really shows what can be done with the Super Famicom. This is the game the Super Famicom shooter fans have been waiting for!

E.D.F.
8 MEG JALECO SEPTEMBER 1991



Only you can save the Earth from the evil alien fleet that is attacking your home world. You are the last line of defense against this menace. Choose your weapons wisely. Good luck!



SUPER F-1 BUILT-TO-WIN

8 MEG

SETA

OCTOBER 1991



REV IT UP!

Have you ever wanted to race in a car that you built from the ground up? Super F-1 Built-To-Win gives you that chance. Drive around some of the toughest courses in your quest for the checkered flag. Keep an eye on your car because you'll have to take it into the pits so it will keep running smoothly. Take your personalized race machine screaming into the turns and come home with the trophy! Great graphics and sounds make this racing game more than just another spin around the track.

F-1

8 MEG

NAXAT

Fourth Quarter 1991

PEDAL TO THE METAL!

Naxat's F-1 racing game has more options than you've ever seen for this type of cartridge. There are 6 different modes to play in, including racing for records, two player mode, and an RPG mode where you act as the owner of the racing team. Overhead split screen views give this game a new perspective on the action.

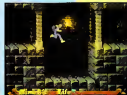


NOSFERATU

8 MEG

SETA

NOVEMBER 1991



YOUR LIFE IS AT STAKE. . .

Explore a creepy castle looking for the king of the vampires. Nosferatu has excellent animation and graphics to go along with all of the creepy horror. Nosferatu has everything that adventure fans look for in a game—a cool quest, action, things to fight, traps, and more! This game looks like the computer version of Prince of Persia with a new name and it plays similarly, too. If you don't think a Super Famicom game can scare you, try this cartridge!

NEXT WAVE NEXT WAVE NEXT WAVE NEXT WAVE

SUPER SPY HUNTER, SQUASHED, MINI PUTT, KICK MASTER, PARASOL STARS, MARVEL LAND, STARFLIGHT, SPEEDBALL 2, MIKE DITKA POWER PLAY FOOTBALL, TASK FORCE HARRIER EX, FASTEST LAP, TURBO SUB, CHECKERED FLAG.

NEW SOFT NEWS

Sega's Game Gear is starting to get out to the U.S. players. Their third party companies are getting serious about entering the GG market. The first batch of independent software should start trickling in around Christmas. Namco has the classic Pac-Man and a good portable version of baseball - Batter-Up ready for production. Kaneko is bringing their Japanese version of the Berlin Wall to the States and Bignet just converted Junction. Sage's Creation has Devilish ready and could be in the stores this year. On the Nintendo front, HAL is bringing out both a NES and a Super NES version of their action packed futuristic racing game Hyper Zone while Lucasfilm is shooting for early 1992 for the second Star Wars game - The Empire Strikes Back. Ubi Soft will do the GB version of Star Wars.

MENU

Nintendo

Sega

TurboGrafx

Genesis

GameBoy

Lynx

Game Gear

Neo-Geo

Super NES

SUPER SPY HUNTER

Sunsoft/Nintendo

The sequel to the classic coin-op game will be on the NES very soon! This version contains more power-ups and weapons. There are three way shots, guided missiles, and floating turrets above you car. Naturally, you can get many special weapons like oil slicks, smoke screen, and smart bombs. The scrolling is some of the best ever on the NES. The variety of streets, roadways, bridges, and even waterways is extensive! You can leap across ramps, have spikes protrude out of your hubcaps to dice up the opponents wheels, and get many other amusing yet deadly weapons. All fans of the arcade are going to be thoroughly head over heels over this cart!



CHANGE FROM LAND TO SEA COMBAT!



Watch those curves! This cart is filled to the brim with many twisting turns and narrow passages!

**BAN
DAI**

Frankenstein

The Monster Returns



We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Sabing the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulsh army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested billage, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!



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CIRCLE #119 ON READER SERVICE CARD

MINI PUTT JVC/Nintendo

FORE! Well, a small fore at that. JVC will show all the NES players how good a miniature golf game can be. Many techniques are needed to pass hills, go through small tunnels, avoid ponds, and dodge sandtraps. The holes aren't the simple linear 'ramps' either. They're challenging and downright devious!



SQUASHED Jaleco/Nintendo

Soon, NES players will be treated by Jaleco to this great and cutesy cart. You are summoned to a distant world to help get rid of an alien invasion. Your main weapon is a stick with a weighted end that is used to smash the enemies from above. A variety of weapons are at your disposal to stop them.



KICK MASTER Taito/Nintendo

The once beautiful land of Laurel has been destroyed by the evil Belzed who has also captured the princess. You must embark on a mission to destroy the powerful wizard and restore peace to the land. Use your kicks and other weapons to crush Belzed once and for all!



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PARASOL STARS

Working Design/TurboGrafx

Being the story of Bubble Bobble 3, you and your umbrella journey through the stars. Big scores are what to expect from this action packed game from the new NEC licensee - Working Design.



STARFLIGHT

Electronic Arts/Genesis

As a commander of a spaceship you must travel to several planets and mine ores. It's an inter-planetary expedition of immense proportions! Keep your eyes on the stars!!!



MARVEL LAND

Namco/Genesis

Namco's Marvel Land while looking like a game for kids is, in fact, one of the best technique games ever made! Hidden items and bonus rooms are to be found everywhere. Spectacular!



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CIRCLE #125 ON READER SERVICE CARD



SPEEDBALL 2

Arena/Genesis

It is far into the future. The world is overridden with violence and destruction. Likewise, so are the games. In this version based on the PC game, you need to play a soccer/football game, but the problem is that there are no rules! You can kick, punch, and trip up the other players as well as lots of different plays.



MIKE DITKA POWER PLAY FOOTBALL

Ballistic/Genesis

The creative minds at Ballistic have just thought up another great sports title for the Genesis. This football cart boasts some very game play and a variety of different plays to perform. The view is in a quarter overhead view reminiscent of John Madden. The graphics are good and the scrolling has to be seen to be believed. Digitized voice accompanies this cart along with some great visuals. The stats are very up to date, even down to the beginning intro. The game play is truly unique! Football fans rejoice!



Smooth scrolling & game play to match!

TASK FORCE HARRIER EX

Treco/Genesis

This is the latest overhead shooter for the Genesis. You are in the ultimate attack aircraft out to halt an invasion set on total world domination. Use your bombs and cannons to take them out! Lots of power-ups and huge bosses are in this great shooter!



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Our cry for help has not gone unanswered. The Intergalactic Council has made an effort to stop these violent attacks by deploying AEROSTAR. This state-of-the-art nuclear-generated vehicle of destruction is ready to face the most intense combat. Unfortunately, AEROSTAR is missing the most important factor—a pilot.

As the search for our defender persists, conditions on earth grow worse. The human people can only hope salvation is near.

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Members from nine galaxies are to discuss the future of the earth. They hope to reach an agreement on how to destroy the enemy. Earth leaders fear mutant attacks. Intergalactic forces are on Earth soon.



Nintendo



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Bob Cupic

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TRICKS OF THE TRADE

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Do the trick here!



You start with 3 lives!

BATTLETOADS

(Tradewest/Nintendo)

Start out with 6 lives instead of 3 - At the title screen push down on the joystick and hit buttons A and B. Then, hit start. You will hear a blast. This trick also works in the two player mode. However each player must do this trick. You can also do this trick every time you continue.



It works with two players!



Now you start with 6!



Do it when you continue!

SONIC THE HEDGEHOG

(Sega/Genesis)

Sonic suicide mode - At the beginning of the game wait until Sonic starts the demo. Sonic will run through the level by himself. If, you press and hold buttons A, B, and C you will interrupt Sonic. Sonic will become suicidal and he will start running into things and die. You can also do this trick at the ending of the game after you beat the Final Zone.

Sonic can now die in the demo screens!

Tony Hsu
Roswell, GA



Sonic dies during the credits!



Sonic now breaks the bar!



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POWERBALL

(Namco/Genesis)

Play 4 New Teams - In the first player league pause the game. Then press b,b,c,b,b,c, buttons. You will hear a bell. At this time push down on the controller and you will be able to select four teams that are not revealed.

David Dunn
Pontiac, MI



use the given code at this screen.



You can then choose from four new teams.

FAERY TAIL ADVENTURE

(EA/Genesis)

Play end game - to play the end game put in the password 7R2KUL6RSZXSK6NHGSDCB720663RIZHO785P, then enjoy the ending!



Input your password at this screen.

Jeremy Pohlman
Wichita, KS



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TG16 New Titles	999927	Power Blade	010314
Phan. Star 3	013030	TV Basketball	001177
Might and Magic	070316	Sherlock Holmes	001101
Faery Tale Adv.	070569	Centurion Rome	070255
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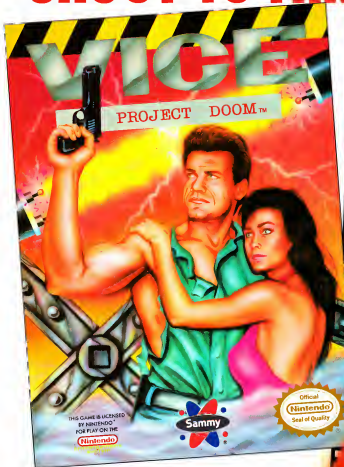
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CIRCLE #176 ON READER SERVICE CARD

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A new force has risen and Hart finds himself plunged into a conspiracy of terror!!



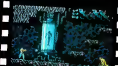
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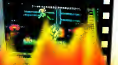
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STORMLORD

(Razorsoft/Genesis)

Extra Man Trick - When your running low on men and you could use some more pause the game. Press (A) four times, (C) two times, (B) three times then (C) once and (A) once. The game will unpause and you will have extra men. Use this anytime.

Grant Hawkins
Oklahoma City, OK



Pause the game in the beginning of the level.



Get 9 extra men as often as you need!

TOTALLY RAD

(Jaleco/Nintendo)

Max Out Lives - There is a way to max out your lives. The first green soldier you come across will let you get 13 extra men. Position your character so the enemy will keep coming at you. Hold the fire button down and you will be able to get extra men every 100 enemies you kill. You can max your lives out at 13 guys.

Mark Lackey,
Centralia, IL



Hold fire button down.



Max out your lives.

STORMLORD

(Razorsoft/Genesis)

Add Extra Time - If your running out of time in the level punch in the following code to reset your time. Pause the game and press (B) once, (A) three times, (C) once, (UP) three times and (A) three times.

Grant Hawkins
Oklahoma City, OK



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USE THE CODE

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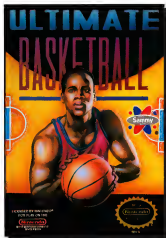
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MIGHT AND MAGIC

(EA/Genesis)

Free Food - This trick will enable you to never buy food again in Might and Magic. In your list of commands select (Share and then Food). Do this several times and your entire party's food supply will increase. You may also go beyond the limit of 40 units with this trick!!

Matt Phillips
Chesterton, IN



Your food quantity is at 12.



Use the share and food command.

Now your quantity is over 40 units.

STORMLORD

(Razorsoft/Genesis)

- Is a level to hard for you? Try these buttons. Pause the game and press (C) once, (B) three times, (A) four times, (C) two times, (A) four times. This will advance you to the next level. Keep doing this to reach the last level in the game.

Grant Hawkins
Oklahoma City, OK



PAUSE THE GAME



SKIP TO NEXT LEVEL.

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HI-TECH GAMING!

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games for the TurboGrafx-CD peripheral. The CD-ROM has real



voice capabilities far above cartridges. The memory storage alone is 5200 Meg versus the nearest cart at 12 Meg! Also, the incorporation of motion video sequences makes new games like interactive TV.

The TurboGrafx-CD player also has the ability to play any audio compact disc as well as CD+G discs! Enjoy your favorite music artist or conquer a kingdom, it's that simple! The incredible game memory that CD technology made possible has enabled programmers to let their imagination go free. The compact disc can store voices, motion video, animations, and real music! Grasshoppers chirp, vocalists sing, and bands play.

With this audio/visual support, games can now tell stories with emotion - never before have video games made you laugh, cry, or feel scared the way CD games do. Gaming will never be the same.



NID SQUEEZES THE COMPETITION!

Actually, the new NID (New Interactive Display) technology by NEC squeezes graphics images using a compression ratio of 100 to 1, increasing the storage capacity of a compact disc a hundred-fold! This technology will allow for 74 minutes of full motion footage or about 20,000 still photos on one 5-inch compact disc. The full ramifications of such specifications have yet to be seen, but the end result can only be stupendous. Imagine a game where you actually play or edit a motion picture. The fun, challenge, and excitement are endless! You can control your own interactive television show! Best of all, the new peripheral will be compatible with the existing TurboGrafx-CD player, proving that the TurboGrafx-16 is the word in expandability!

A megabucks prototype has already been produced and NEC is now in the process of miniaturizing the hardware for consumer use. Although there is no announced date for NID, many new compact disc games for the TurboGrafx-CD player are surfacing.

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Another highly graphic adventure, Murder Club lets you move from site to site gathering clues to a



IT CAME FROM THE DESERT™



through the streets, bent on destroying mankind! More live-action sequences accompany the hilarious gameplay as you try to rid the world of this new menace and stay alive. Available before Christmas.

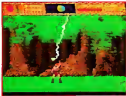


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SHAPE SHIFTER™

Enter an all new world of CD action and adventure with Shape Shifter! You are a warrior with the ability to change your shape into that of various animals you have befriended. Whether this is really a gift or a curse has yet to be determined. Use your powers to rid the land of the evil monarch! Shift into gear for this one! Available in early 1992.



LODS OF THE RISING SUN™

Do you like strategy games? If so, here's a strategy game with tons of action and adventure mixed in! Plenty of digitized graphics are utilized throughout your quest for dominion of the East. If your stronghold is



threatened by a vicious ninja attack, hire and control your own ninja to pick off



the interlopers one-by-one! Available in early 1992.

IS IT LIVE, OR TURBOGRAFX CD?

Three new TurboGrafx-CD titles are featuring live actors speaking the parts in live and still action digitized photos! These pictures are actual footage of real actors with real voices and sound effects. The first title, *Sherlock Holmes: Consulting Detective* features three mysteries and animated pictures throughout. J.B. Harold: Murder Club is a humongous mystery loaded with clues, areas to visit, and people to interrogate. It Came from the Desert, available by Christmas, is another animated adventure sure to make you laugh!

The compact disc technology highlights real voices and digitized pictures. Only the compact disc can handle the amount of complex information required to create these sorts of games. Besides awesome graphics and sound, these games have terrific gameplay, theme, and control to truly set them apart from the rest of the video game heap.



Sherlock Holmes is the deductive fan's dream, sending false clues left and right to shake you from the true path of justice. J.B. Harold Murder Club is a nightmare of clues, counter-clues, and suspicious characters, all trying to lead you down a blind alley.

If the visual sights aren't enough to blow you away, try out the awesome soundtracks that only compact discs can deliver! Triumphant bass overtones and fragile chimes are crystal clear with CD technology, offering more realism and higher emotional responses from players than any other system. Pop a new CD+G disc in your TurboGrafx-CD player and next you will be listening to your favorite tunes while singing along with the onscreen CD+G interface. To promote the new CD+G format, NEC is adding a sample CD+G pack-in to specially marked TurboGrafx-CD players this Fall. This technology is sure to revolutionize the music industry and prove once more that TurboGrafx-CD players just can't be beaten to the punch!

FREE CD+G SAMPLE DISC!

Look for specially marked TurboGrafx-CD packages this Fall! There will be a free CD+G sample music disc inside! (offer good only on specially marked TurboGrafx-CD packages from participating dealers while supplies last.)

ARTIST

Little Feat
Bonnie Raitt
Fleetwood Mac
Lou Reed
Jimi Hendrix
Gram Parsons
Woodie Guthrie
Van Dyke Parks
Alphaville
Magic Flute
The Planets
Bruckner

SONG

Representing the Mombo
Talk to Me
Love is Dangerous
There Is No Time
Purple Haze
Las Vegas
This Land Is Your Land
America
She Fades Away
Overture
Mars
Seherzo



CD+G HITS THE MARKETPLACE

The latest off-shoot of the audio disc category is CD+G: compact disc with graphics. Standard music discs use about 95 percent of the storage space on a compact disc. Record companies are now using the



remaining five percent to record a graphics track that allows consumers to watch visual images, such as photos of their favorite stars, on their TV screen synchronized to the music. Lyrics, in multiple languages, and chords can also be displayed, allowing listeners to sing or play along with the music.

Because the graphics information is encoded on previously unused space, the sound quality and amount of music on the disc is not affected, unlike CDVs, which replace part of the audio track with video. CD+Gs also retail for about the same price as standard audio discs.



Warner New Media is a leading developer of CD+Gs.

A CD+G sample disc from Warner New Media, a top compact disc producer, will be packed with specially marked TurboGrafx-CD players this Fall as a brand new promotion.





Ys™ III

Only Ys III could possibly compare to the original Ys Book I and II adventures. This title is becoming so popular it is being formatted for many of the existing game systems! Ys III on CD is the true game, containing all of the incredible soundtracks, cinema displays, and traditional voices of the Ys genre with a unique action perspective.



Three years have passed since Adol defeated the evil lurking in the land of Ys. Adol's companion, Dogi learns news of darkness spreading through his homeland, so Adol accompanies him to investigate.

When they arrive they are greeted with dying crops, creatures who hunt humans, and despair so powerful, even Adol must shudder. So, with sword in hand, Adol must once again resume the mantle of "champion of justice" to rid the fair lands of Felugana of the evil leeching its life force away.



With graphics and music only compact discs can deliver, Ys III is a perfect blend of upbeat tunes, radical graphics, and smooth gameplay. Discover all new lands, as well as all new powerups to help Adol conquer the evil forces that lie within. You can't let them destroy the land of Ys!! Available in October.



Available in October.



VALIS™ III

Another sequel in a legendary series, Valis III propels the story of the sword of Valis to new heights. Once again, Valis III is formatted for play on other home systems, but the TurboGrafx-CD version is the only complete adventure! The opening sequence alone is huge. It has voice Interlude and more animation than its predecessors.

Become Yuko, the guardian of the Sword of Valis. This time, two friends come to Yuko's aid and help her defeat the force of the Dark

World with their own special powers and abilities. Meet Cham, a former inhabitant of the Dark World, and Valna, Yuko's twin sister whom we met in the second Valis story.

These three women warriors must attempt to save the Dark World from falling into the Vold. The Dark

World's Emperor wields the antithesis to the Sword of Valis, and he intends to steal the sword and use it to further his invasion of the Human World.



As another high action compact disc game for the Turbo Grafx-CD player, Valis III is a valuable addition to any player's library! This action game's soundtracks are the best yet. This is certainly the best Valis action with more to come in the future! Look for it! Available January 1992.



MAGICAL DINOSAUR TOUR™

As the industry leader in compact disc gaming technology, NEC is also the first to introduce an entertaining educational CD for use on the TurboGrafx-CD player! This compact disc is loaded with information on dinosaurs and their time period. Magical Dinosaur Tour follows the rise of dinosaurs to their ultimate demise millions of years ago.



Lo-Lo is a talking baby dinosaur who will guide you along your journey in places. Watch as different time and 200 digitized dinosaurs are animated in full motion panoramas designed to make the dinosaurs come to life.

In certain segments, you can leaf through photo after photo of stored data on each of the 200 dinosaurs. Instantly zip to a specific dino-saur and learn its life history at a glance! After learning about the dinosaurs themselves, learn about their environments and discover different theories

on the extinction of dinosaurs. Magical Dinosaur Tour will take you on a special guided trip to the prehistoric era like never seen before! Magical Dinosaur Tour is guaranteed to please the whole family! Available now.



16-BIT GAMES TO GO!

PORTABLE POWER!

Certainly the most advanced handheld system on the market, the TurboExpress portable is capable of displaying 512 colors simultaneously on a 238 x 312 pixel

screen thanks to active matrix, backlit, liquid crystal technology. The end result is a playing image so clear and crisp that it rivals a television screen. By far the most impressive attribute of the

TurboExpress handheld is the ability to play entire library of 16-bit TurboChip™ games!

The overall size of the unit spans 4.3 x 7.3 x 1.3 inches and only weighs about a pound. Players can Bonk their way to school or on a long road trip to grandma's! Portable gaming was never so excit-

Of course, if you tire of playing games, you can always plug in the optional TurboVision™ TV



tuner and watch your favorite television program, right on your TurboExpress handheld! The TurboVision TV tuner offers a crystal clear picture of extremely high quality. To top it all off, the new

TurboLink™

cable (sold separately)

lets two players go head-to-head!



TURBOVISION: TV ON THE GO

Don't be fooled by cheap imitations! The TurboVision TV tuner for the TurboExpress handheld system can reproduce the screen quality of most television sets! In addition, a separate video input allows you to use the TurboExpress handheld as a monitor to playback from a camcorder! Any TurboExpress Handheld player can enjoy the thrill and excitement of all TurboChip games as well as their favorite television show, on the go!



TURBO LINK: HEAD-TO-HEAD ACTION

Portable players rejoice! The new TurboLink communication cable for the TurboExpress handheld is a powerful addition to any gamers portable library of peripherals! Take on a friend with two-player head-to-head excitement with the TurboLink cable. So if you want a REAL challenge, surely a friend will be glad to kick, smash, and race you on the best portable system around! The TurboLink

"HERE'S WHAT THE EXPERTS ARE SAYING..."

Aero Blaster

"For one or two players, this is a rousing and gripping of the first order. If you enjoy the thrill of aerial pursuit, Aero Blaster is the first in the class of action and keeps you there until your teeth ache." *Game Players*

"Aero Blaster is the most outrageously tough blaster ever. If you can get to the end of this puppy, you've earned your vinyl." *Video Games & Computer Entertainment*

Archie Perse Kick Boxing

"Kick boxing requires technique and speed, both of which are built into this fine game." *Electronic Gaming Monthly*

Battle Royale

"Battle Royale was designed with multi-player fun in mind and is geared mainly in that direction... Battle Royale will be enjoyed most by warring enthusiasts with enough players to fill the ring." *Video Games & Computer Entertainment*

Bornborn

"Bornborn is a simple strategy game with the added appeal of wild, wacky destruction... extremely fast-paced and enjoyable diversion." *Video Games & Computer Entertainment*

"Judging from the cut graphics, you might conclude that Bornborn is aimed at younger players—but it will probably appeal to games of all ages." *Game Players*

Bork's Revenge

"Bork's Revenge pumps out sharper graphics, clearer sound, and more powerups than its predecessor. Bork never looked this good!" *Electronic Gaming Monthly*

Braveman

"Braveman is a winner that combines challenging game play with an enjoyable ridiculous sense of humor." *Game Players*

Champions Forever Boxing

"A great challenging game, all contribute to make one of the best boxing games around." *Electronic Gaming Monthly*

Devil Cat Tennis

"It's a realistic simulation where you can play on different surfaces... makes a good TurboExperiences game with the link cable." *Electronic Gaming Monthly*

Devil's Crush

"Encompassing several vertically-scrolling screens, Devil's Crush supplies a perfect fire with bonus targets, scan bumps-and-bumps and a large reaction time. It is the center-piece of the action... Perfect enthusiasts and fans of the original rejoice!" *Electronic Gaming Monthly*

"Pixel artists also have reason to rejoice... Devil's Crush is a dramatic sequel to Alien Crush. Fans of the first game will be glad to learn that the graphics are even more spectacular than before." *Game Players*

Double Dungeons

"All in all, Double Dungeons takes the traditional 3-D maze game and enhances it enough to make an aging concept interesting again." *Video Games & Computer Entertainment*

Dragon's Curse

"Usually, Dragon's Curse is diverse, there's different scenery for each dragon kingdom and well-drawn characters. The graphics are interesting and pleasing as a whole, and the color palette changes from scene to scene. Dragon's Curse is a well-titled game." *Video Games & Computer Entertainment*

Final Zone II

"Final Zone II has the great CD-ROM introduction, complete with words, and wild intermissions with real speed." *Electronic Gaming Monthly*

"Final Zone II is fairly difficult from the beginning and gets even more challenging as it continues. As a straight shooter, it's enjoyably and very addictive." *Game Players*

J. B. Harold: Murder Club

"Everything is so well connected, there is no situation so obscure that after you finish the game you'll ask why I was there. Few games in the video game market are so outstanding that they would prompt you to buy a particular system. I think you can safely add J. B. Harold: Murder Club to that list of games." *Video Games & Computer Entertainment*

"The graphics are sharp... Real-life actors supply the voices, and some digitized character photos... and if you like jazz, the original music score is excellent." *GamePro*

"While text appears in the lower portion of the screen, voice actors deliver the text. Music and sound effects are also present in the professional production... great example as to where video games are going... I love it." *Electronic Gaming Monthly*

Last Alert

"The army of firepower deployed... most extensive ever put into a combat game." *Game Players*

"Last Alert mixes story sequences and action scenes to provide a detailed, action-packed story to go along with all the 'White-rim' action." *GamePro*

Legendary Axe II

"Legendary Axe II is quick, action-packed, and enjoyable." *Game Players*

Magical Discosaur Tour

"It's definitely good fun... Magical Discosaur Tour really puts the CD's disc to good use... it features excellent graphics with numerous animated sequences. You also get great sound that includes a lengthy narrative about each discosaur and prehistoric jungle sound effects that'll send chills up your spine... this disc is good enough to turn anybody into a discosaur lover... this disc is HOT!" *GamePro*

"Magical Discosaur Tour is the most significant TurboDisk-CD released so far. It really reveals the potential of CDs and dramatically shows that the videogame machine can educate while it entertains." *Game Players*

Sherlock Holmes: Consulting Detective

"As soon as you play Sherlock Holmes, you'll realize that it's a future with an enormous amount of promise... The producers went to enormous expense to create the game, and it shows. If more games like Sherlock Holmes: Consulting Detective are released on Turbo CD, the CD player will quickly become a must-have necessity. As it is, Sherlock Holmes is a must-see for all electronic gamers." *Game Players*

"For the first time in video game history, thanks to the huge memory in a CD, we will be able to play a game that will contain real video footage. There is perfect speech with synchronized lip movement and it will be difficult to believe that this is a video game." *Electronic Gaming Monthly*

"...The disc contains over 95 video scenes shot for three different mysteries. If you crave a good mystery, the solution is elementary... grab a magnifying glass and a copy of Sherlock Holmes: Consulting Detective!" *GamePro*

"Sherlock Holmes is a totally unique game, offering for the first time real action video. This is a phenomenal achievement and promises to make it a big hit." *Electronic Gaming Monthly*

"This is the work of the future... it is revolutionary, challenging and years ahead of its time... Phenomenal!" *Electronic Gaming Monthly*

"Sherlock Holmes: Consulting Detective is a game for thinkers." *Video Games & Computer Entertainment*

TaleSpin

"What we saw [game] was impressive. Just check out those graphics! TaleSpin, like the cartoon, is geared towards the younger crowd... it's a real winner with the under-16 set." *GamePro*

"TaleSpin is the latest example of a popular TV cartoon series that's been translated into a video game. The graphics are very good. TaleSpin is a manageable game. It should hold the interest of younger players. Graphically, with its colorful and endearing cartoon characters, it's perfect." *Game Players*

"The scenarios that let you control the flight of Turbo's plane are outstanding. TaleSpin would earn a hearty thumbs-up vote from TG-16 owners everywhere." *Video Games & Computer Entertainment*

TV Sports Basketball

"TV Sports Basketball is the first five-player basketball video game ever made. There's right here - using the TurboTap, up to five players can team up against the computer team, or go head-to-head. You can set your own plays - jacks, screens, post up

and clear out. On defense you can crash the boards, release for a fast break, peek the middle, or trap the ballhandler. This is a cart for devoted hoopers!" *GamePro*

"TV Sports Basketball has a multitude of features not found on most other basketball games, including five-on-five play. The graphics and sounds help add this sports title into a class of its own. TV Sports Basketball really works as a head-to-head title, with two opponents hooping off in a five-player mode." *Electronic Gaming Monthly*

"...Play them with the TurboTap and lots of friends. As such, the game really opens up because of the interaction and cooperation that happens when it turns into a real multi-player game." *Electronic Gaming Monthly*

"Turbo-Hoopers rejoice!... There's never been a 'perfect' basketball video game, but TV Sports is pretty darn close... five-player games are great! For TV Sports Basketball is a slam dunk!" *GamePro*

"TV Sports Basketball is another gem... if you have a TurboTap, five controllers and five people, you can't afford to miss this one; the five-player mode is a blast. Even when you lose, it's great fun!" *Video Games & Computer Entertainment*

TV Sports Football

"TV Sports Football shows the action from cinematic camera angles, and does so with creativity and imagination... you can almost feel the crunch when two players collide." *Game Players*

TV Sports Hockey

"TV Sports Hockey can be played by five people at one time. Of course, it's a great one-player game as well. Yes, opens here, this game's got it!" *GamePro*

"TV Sports Hockey features incredible graphics and memorable game play depth, complete with three different game types and easy to set rule modes... also features the option of 5-player simultaneous play... invites the whole family to join in the fun!" *Electronic Gaming Monthly*

Vale II

"...The graphics are good... it plays quickly, the difficulty levels are appropriate, and it's additively saves your data after you complete each level. It's extremely addictive... So, if you're scrolling right the moment, no jump-and-shoot games, you're sure to like Vale II." *Game Players*

Vale III

"Vale III level features incredible enemies. But this state-of-the-art CD will also overwhelm you with a swarm of musical scores and fascinating animation sequences." *GamePro*

Vegasus: Tactical Gladiator

"Vegasus is an interesting change of pace for TG-16 gamers. It's sort of a vehicle game, but not really. It's sort of an action game, but not really. In fact, it's sort of a category unto itself. There's plenty of good old-fashioned shoot-'em-up." *GamePro*

"Because Vegasus gives you only one life to work with, it seems more realistic than other shooters. It's colorful, fast, and addictive." *Game Players*

Yo! Yo!

"The best skateboarding action anywhere!" *Electronic Gaming Monthly*

Yo! Yo! II & III

"Yo! Yo! II & III is a strong game... makes excellent use of the CD format." *Game Players*

"With the help of CD technology, NEO has packed two full counts into one game, and created a storyline right out of a best-selling fantasy novel. We get to see and hear the tale of an entire land disappearing and get equipped with dozens of different implements to set us in the journey to unlock the secrets surrounding the event. This game is magnificent from beginning to end, allowing every kind of competing RPGs hands-down." *Electronic Gaming Monthly*, 1991. *Video Games, Budgets, Cuts*

Yo! Yo!

"Yo! Yo! features a fantastic new musical score and onscreen intermissions that are even more spectacular than Yo! Yo! I & II. This time the game is played in a fast and furious side-scrolling beatland. Tons of details and hours of exciting game play could make this the best CD available yet." *Electronic Gaming Monthly*

ACTION / ADVENTURE

LIFE IN THE FAST
LANE...

Take a leap toward the wild side with TurboGrafx-16 action and adventure games! The star of the show is none other than that caveman with a lifetime supply of aspirin, Bonk! He's leading the way in his second adventure, Bonk's Revenge! No more mister-nice-caveguy! He's going to bonk the Evil King Drool III all the way out of the galaxy!

Following in Bonk's shadow is Silent Debuggers, a three-dimensional adventure full of surprises so shocking you may need to check with your doctor before playing it!

If you're still standing, check out



Impossamole, that new super hero of the world who really knows how to dig it! He's going to have his hands full with the evil Vlarg and his grotesque henchmen. This action game is so intense, the weak need not apply.

Lastly, the scene becomes dark and foreboding as Night Creatures takes the stage. With an evil backdrop, Night Creatures is not for people with weak stomachs. Perhaps a little milk of magnesia is in order.

Titles like Bonk's Revenge, Silent Debuggers, Impossamole, and Night Creatures are guaranteed to entice and excite you! The TurboGrafx-16 system offers some of the hottest titles for action and adventure fans of all ages! Try a quick game of Bonk's Revenge,

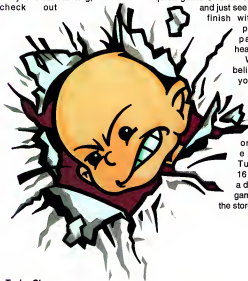
and just see if you don't finish with sweaty palms or a palpitating heartbeat.

Well, no-believer, have you had enough? Probably not, so you can count on more exciting TurboGrafx-16 action and adventure games to flood the stores soon!



SILENT DEBUGGERS

Shh! Everything is deathly silent as you peruse the deserted space station. What could have wiped out that whole patrol of Debuggers, the galaxy's fierce masters of combat? Wait...a pinging sound! Time freezes as a monstrous, insect-like creatures leap for your face! Blamo! He's dead! But you just set off the computerized self-destruct mechanism. Now you'll have to blast through six levels of these unspeakable monsters to disarm it. Hurry! Time is running out as you plunge deep into a mystery that's more ghastly than the creatures themselves! No corner is safe in Silent Debuggers. Available in October.





NIGHT CREATURES™



Fight off the Queen of Darkness in this awesome display of 16-bit graphics by NEC! Watch in horror as your hero slowly changes from a normal human into a grotesque monster. Use your mutating powers to win! Available early 1992!



IMPOSSAMOLE™



For Monty Mole, a day at the beach turns into the adventure of his life when he's beamed aboard an alien spacecraft. He's transformed into Impossamole, with super powers to save their planet from the evil Vlarg! Now

beamed aboard an alien spacecraft. He's transformed into Impossamole, with super powers to save their planet from the evil Vlarg! Now



you're up to your cape in Vlarg's monster bosses with crack-up crea-

tures ready to nail your tall! Power up your laser to blast the Dragon Boss.



Bomb the Abominable Snowman. Then trash the Venus Moletrap before he has you

for lunch. The flendish Vlarg awaits your final desperate battle! Impossamole features many hidden bonuses and surprises, as well as giant bosses at the end of each level! And check out the weird alien enemies! Available in



October.



BONK'S REVENGE™

Bonk is back, and he's mad! Now he must face off against the Evil



King Drool's successor, King Drool III! The two halves of Princess Za's home, Moonland, must be reunited, and Bonk is the cavetude to do it! The first Bonk adventure was just a prelude to this graphical monster! Bonk's Revenge features larger, more detailed round bosses. The



Incredible background will make your eyes bulge! No TurboGrafx-16 adventure ever utilized the full potential of its color palette like Bonk's Revenge.

All of your favorite enemies are back...with a few friends! Don't worry, Bonk also has a few new tricks up his sleeve! Grab the meats to transform into Fire-breathing Bonk or Nuclear Bonk! Take a special flower, and Bonk can fly! Even masters of the first Bonk adventure will find Bonk's Revenge a big chal-



lenge in a big way!

Eight fierce levels await Bonk, filled with tons of hidden secret and bonus levels. In fact, eight different bonus rounds are ready to test your Bonking abilities to the max! Can you jump across the bottomless pits and reach the goal? What about utilizing your patented Bonk-Spin to maneuver your way down a vertical fall, gathering fruit and vegetables? Well, maybe it's a little rough for you. Remember, Princess Za is counting on you! Available now.



SPORTS-MANIA!

SPORTS GAMING
BREAKTHROUGH

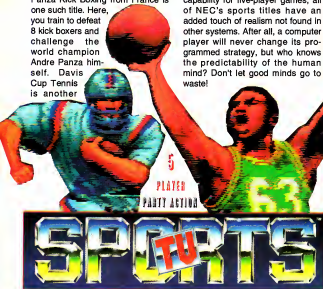
NEC is proud to announce their new sports line, TV Sports! The first game, TV Sports Football, offers more realistic graphics and numerous offensive and defensive plays to choose from. The second title, TV Sports Basketball, has both horizontal and vertical perspectives and player stats. The third title, TV Sports Hockey, features close-up graphics, line stats, and numerous play options. The fourth title, TV Sports Baseball, is due for release in the Spring of 1992.

On top of all of these smash hit games, NEC is also introducing some hit titles converted from European computer formats. Andre Panza Kick Boxing from France is one such title. Here, you train to defeat 8 kick boxers and challenge the world champion Andre Panza himself. Davis Cup Tennis is another

French title slated for release in the States for the TurboGrafx-16 system. Davis Cup Tennis is the ultimate in tennis excitement with an almost endless combination of options available to vary gameplay. Champions Forever Boxing is a new NEC title expected to be released for Christmas '91 that features great digitized sounds and a rap music background.

The main advantage of TurboGrafx-16 sports titles is the ability to have from two to five players play at a time with the purchase of an inexpensive TurboTap adaptor. The TV Sports titles are all five-player games as well as other titles like Battle Royale, a wrestling free-for-all in the center ring. Even Davis Cup Tennis has a four-player model!

As the only company with the capability for five-player games, all of NEC's sports titles have an added touch of realism not found in other systems. After all, a computer player will never change its programmed strategy, but who knows the predictability of the human mind? Don't let good minds go to waste!



TV SPORTS HOCKEY®

ICES THE BEST!



Slap shot! Hat trick! Icing! Power play! You'll find all of these and more

in TV Sports Hockey! Right from the opening face off, you'll feel the tension mount as the close-up referee skates in to drop the puck into play! Finally, the game begins and all bets are off! After a fierce battle up the middle (and a couple of fights along the way) you manage to break away into a one-on-one close up! Fire your slap shot and walk away with a narrow victory!



Of course, if the computer seems a little too simple, have 5 friends play as partners or opponents with the optional TurboTap adaptor. It doesn't matter because either way, you are heading for an intense game!





ANDRE PANZA KICK BOXING™



Fresh from the European computers comes Andre Panza Kick Boxing! In this arena you must train to actually perfect your kick boxing skills and learn new attacks. Battle eight vicious opponents and then take on the mighty world champ, Andre Panza!



DAVIS CUP™ TENNIS



Davis Cup Tennis features some of the most impressive option screens anywhere! Try out four different court types, single, doubles, four different tournaments, practice a little, even adjust your personal skills! After that, get 4 friends and play doubles!



CHAMPIONS FOREVER™ BOXING



Champions Forever Boxing features the legends of professional boxing like George Foreman, Larry Holmes, Muhammed Ali, Ken Norton, and Joe Frazier. The announcer has a digitized voice! Cool rap background music adds to the punch of this game.



TV SPORTS LEADS THE WAY!

NEC's new TV Sports series of sports titles are heading the revolution of multi-player games. Each title allows up to five players to join into the action as partners or the opposition with the TurboTap adaptor! The choice is yours! Also, each game has an extensive options mode which lets you tailor your team to your liking. Remember, you are the coach, and you say who hits the field, which plays to execute, and when to go for long yardage! If you need a special challenge, have some friends play, and form your own strategies to beat the computer. Or better yet, play against each other and face the hardest challenge of all! Don't pass them up, or you'll miss the excitement!



TV SPORTS FOOTBALL®



Heading up their TV Sports series, TV Sports Football also has a five-player option and eight teams with individual stats. Play exhibitions, leagues, or just practice. You are the coach, so use your best judgement! By the way, don't tackle the ref.



TV SPORTS BASKETBALL®



Very few basketball titles can even come close to TV Sports Basketball. The five-player option is the only one of its kind and offers realism never seen before. High resolution graphics and real statistics are featured throughout the game.

MULTI-PLAYER

READY FOR THE PARTY GAMES?

Nothing is more frustrating than having friends over for a party, when everyone can't play together. NEC has the answer: Five player games using the TurboTap adaptor!! Five player simultaneous action is enough to call NEC's multiplayer titles "party games."

Party games offer more excitement and intensity than a normal one or two player title. Imagine 5 friends squaring off in Battle



TURBOTAP

Royale, a rough, tough, wrestling free-for-all. TV Sports Hockey, Football, Basketball, and, coming in 1992, Baseball are the first in the newest line of TurboGrafx-16 sports

titles. These games all have the five-player option! Davis Cup Tennis has a four player option to bring out the best tennis simulation ever!

These are the type of games that make you flush with excitement and wipe your wet palms! The emotional levels soar while playing a five-player game, thanks to the devious realism of human players rather than computer controlled players.



BOMBERMAN®



Grab up to five players and sit down to a blasting game of Bomberman, where you can bomb your way to victory as you search for powerups and eliminate the opposition. Look for the hidden exit in the walls, but don't uncover it too early, unless you want a few visitors.



BATTLE ROYALE™



Get on your skin tight and war paint! Coming up next, it's the Battle Royale! Take on some friends or a

computer opponent in a wild free-for-all guaranteed to rock your socks! Choose from five different arena wrestling warriors in your quest to become the ultimate super-slam star!



EXISTING MULTIPLAYER GAMES



TV Sports Football



TV Sports Basketball



TV Sports Hockey

Aeroblasters™
Final Lap Twin™
Battle Royale™
Turbo Golf™
World Class Baseball™
Sonic Spike™
Super Volleyball™
Takin' it to the Hoop™

Dungeon Explorer®
Fighting Street™
Monster Lair™
Ordyne™
Chew-Man-Fu™
Devil's Crush™
King of Casino™
Military Madness™

Davis Cup™ Tennis
Panza Kick Boxing™
Power Golf™
Bomberman™
TV Sports Baseball™
World Court Tennis™
Moto Racer™
Double Dungeons™

THIRD PARTY



TURRICAN™
FROM GALLIOTIC

Long ago, Alterra was a peaceful man-made life-world. Now, the Multiple Organism Link (MORGUL) reigns supreme. Only the genetic warrior Turrican can eliminate the hostile organisms on the 5 worlds and destroy the three faces of MORGUL! Available before Christmas.



CADASH™
FROM WORKING DESIGNS

The world has been overtaken by Baarogue the Destroyer, and it's up to you to return peace to the land. Become a fighter, mage, priestess, or ninja with special abilities and definite weaknesses. A hit arcade game for 1 or 2 players. Available by November.



THE RIFTWAR SAGA®
FROM XIB'S SOURCE

Riftwar Saga is a 1 or 2 player action / adventure game set in the fantasy world of Midkemia. The game provides non-stop action combined with a strong storyline and creative problem solving. Containing nine levels and multiple bosses. Coming in 1992.



PARASOL STARS™



This third installment in the Bubble Bobble series blasts Bobby and Bobby into the world of 16-bit graphics. It is up to you, as either Bobby or Bobby, to save your solar system from a new



to planet, each possible rounds, toward the final confrontation that will make or break the universe! Two players can play together with the TurboTap adaptor. Any fan of the original Bubble Bobble



will certainly enjoy this one! The techniques are similar but not quite the same. Your umbrella can catch the



bubbles and enemies roaming around the screen and toss them like cannonballs! You can also use your umbrella to slow your fall. All of the original powerups are still here, ranging from the Lightning Strikes to the all-powerful Bomb! Grab the sneakers for speed and a candy cane for an extra special surprise! If you're patient you may even discover some secrets which will send to you to the hidden bonus rounds! Can you reach the end? Available in October!



TURBO KIDS

YOUTH SPOTLIGHT

Totally impressive! Even though the TurboGrafx-16 game selection has been highly diverse in theme, age groups, and difficulty, NEC continues to program more games to round out their current selection of titles. New to the youth front are some up and coming hot titles like



TaleSpin, based on the Disney animated feature of the same name, Yo Bro, a comical look at alien invasions and surf dudes, and Darkwing Duck, another Disney title.

TaleSpin is clearly an adventure for kids of all ages, allowing players to control Captain Baloo and Kit Cloudkicker in their quest against the evil Watasi Witch Doctor. In Yo Bro, take the mantle of a radical surf dude trying to rid the cities of California of bogus aliens sent by the Ratz gang! Darkwing Duck takes a different tone, as kids become the awesome crimefighting duck throughout his travels.

Each title has a unique theme, gameplay, and strategy. This is more than enough to keep the overall game life extremely high without sacrificing the fun. Although made with kids in mind, hardcore gamers will find these titles fun too. Yo Bro, Darkwing Duck, and TaleSpin are perfect for kids ages 8 years old and up.



Don't let the difficulty fool you, however, the graphics and control are still the same high quality of any TurboGrafx-16 game. No corners are cut to bring out visually entertaining games for the whole family to enjoy. Even the soundtracks are upbeat.

The number of youth-oriented games is growing at an astonishing rate, much to the delight of parents whose children are frustrated with high difficulty games like Military Madness or J.B. Harold: Murder Club. Titles like TaleSpin, Yo Bro, and Darkwing Duck are definitely akin to a "G" rating, with little or no violence.



YO' BRO!™

Take off, dude! The evil Ratz gang has launched a huge assortment of killer creatures and mischievous machinery to invade the 'peaceful' towns of California! Grab your skateboard and get the people to safety while battling the amada on the streets! This is mega-cool!



TALE SPIN®

Based on the adventures of Disney's TaleSpin characters, TaleSpin whisks you through 7 thrilling levels and over 150 challenging screens! Captain Baloo and Kit Cloudkicker are here, as well as the evil Watasi Witch Doctor, looking for the lost treasures of Ionia. Don't miss it!



DARKWING DUCK®

Also a Disney do-gooder, Darkwing Duck is coming to the library of TurboGrafx-16 games. He's a premiere crimebusting duck, looking for trouble! Gather ammo and power to take on bad dudes like Steel Beak, Tuskeminni, and Megavolt, members of the F.O.W.L. gang! A high-powered hit! Available by Christmas.



NEXT GENERATION NOW

JUMP INTO THE 16-BIT ARENA!

To help more people enter the highly competitive 16-bit market, NEC is proud to introduce their new low prices! The base system suggested retail price tag of \$99.99 makes the TurboGrafx-16 the lowest priced 16-bit system anywhere!

Now, people who were intimidated by the high costs can enjoy 16-bit technology at an 8-bit price. The TurboGrafx-CD player also enjoys a low suggested retail price of merely \$299.99, expanding the CD market.

Another great price advantage of the TurboGrafx-16 system is its peripherals. You can add on as you deem necessary! If you want a TurboGrafx-16 system on the go, the TurboExpress handheld system can utilize all existing TurboChip cards! If

you want full-blown multi-player action, a TurboTap adapter will allow up to five-players to join in the fun at one time for certain titles. Of course the TurboGrafx-CD player is

the ultimate peripheral, boasting 5200 Megabits of power compared to 12 Megabits of the biggest cart! Next Generation gaming is at new wave prices!!



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ADVERTISEMENT SUPPLEMENT





HELP OUT HUMPHREY!

Yikes! Humphrey, the peaceful hero of the story has been abducted by the evil aliens, the Zaks! The Zaks are traveling the universe collecting specimens of all intelligent lifeforms they come across. Thus, Humphrey found himself in the lowest level of an eight story spaceship. Unfortunately, the Zaks, being an alien race and all, don't breathe normal air like Humphrey does. They some weird green mist which is lethal to him! Luckily, he has his air tanks and can fill them periodically with the spare tanks lying throughout the ship. No air means no Humphrey!

After examining his surroundings, Humphrey decides to make a break for the escape pod stored in the highest level of the ship. In order to get there, he must traverse wide expanses of spikes and drops, as well as avoid his captors, the Zaks, and their servant droids! Each level



forms a veritable labyrinth of challenges that only Humphrey can solve.

Humphrey's main danger is touching any sharp objects, because they will puncture his space suit, creating a lethal air leak! All of the droids except service droids have sharp edges that can damage his suit, and the Zaks themselves are merciless if they catch him. Can you guide Humphrey through each taxing stage? Or will Humphrey never see his beloved planet again?

THE CHARACTERS



HUMPHREY

You guide his struggle to escape from the evil aliens who have captured him.



ZAKS

These ugly evil being from other galaxy abducted our hero Humphrey



GRAFFS

These happy-go-lucky aliens like to sleep on your head and bounce around.



DROIDS

Numerous robots will try to stop Humphrey's escape by stealing precious air from his fragile tanks. Some are helpful, though...



MAINTENANCE

This droid is slow-moving, but it will try to "fix" you if Humphrey draws near.

SECURITY

This mean-looking droid will take away some air and throw you out of the room.

GOALS AND ITEMS



AIR TANKS

Humphrey's only hope of survival.



STUN GUN

Stalls the Zaks for a short time.



PARTICLE DISRUPTOR

Disintegrates mines and step blocks.



COMPUTER INTERFACE

Lets Humphrey access the level map.



CIRCUIT BREAKER

Stops all droid movements in one room.



CODE KEY

Opens the locked door on its level only.



TELEPORT CHAMBER

Sends Humphrey to a new ship section.



ELEVATOR SHAFT

Takes Humphrey UP one level only.

DANGERS



ZAKS

The aliens are covered with ugly green, slimy scales which are as sharp as razor blades! They do the most damage to Humphrey's space-suit and causes a huge loss of air. They follow Humphrey's movements exactly.



DROIDS

The droids made of an unknown metal alloy with many jagged edges to rend Humphrey to shreds! They follow predetermined patterns based on the model of the robot. Only one robot is helpful - the service droid with a flat head.



SPIKES

Spikes are everywhere! They pose a smaller danger to Humphrey since they only cause tiny air leaks. Some have spikes covering the entire floor, some rooms have spikes sitting in Humphrey's path here and there.



MINES

Mines are a sizable hazard, as they either float around the room or lie in Humphrey's way. The mines are large and quite difficult to jump over, and usually another route around them is the safest path. Mines are disruptable.

LEVEL 1 - THE HOLD





RIDE THE OROID TO SAFETY!

The service droid is the only robot Humphrey may touch without losing air, but only if he stands on its head! The service droid will carry you to safety if you can time you jumps just right.



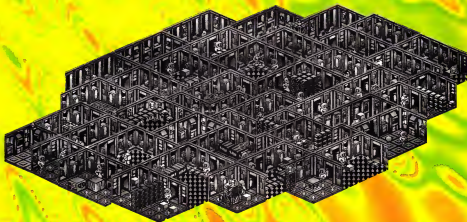
LOOK FOR THE HIDDEN BLOCKS!

This area has two hidden blocks to help Humphrey cross the spiked chasm. Move to the right or left until you hit an invisible block. Next, jump onto the hidden step block and it will appear.



LOOK FOR THE SECRET DOOR!

Keep moving when you enter this room or the two security droids will crush you! Jump over the spike in the middle of the room or you'll have to try again! The secret door takes you to the teleport room.



MAP SYMBOL KEY



AIR TANK



NO FLOOR



MEMORY INTERFACE



LOCKED DOOR



PARTICLE DISRUPTOR



STUN GUN



CIRCUIT BREAKER



ELEVATOR UP



SECRET DOOR



CODE KEY

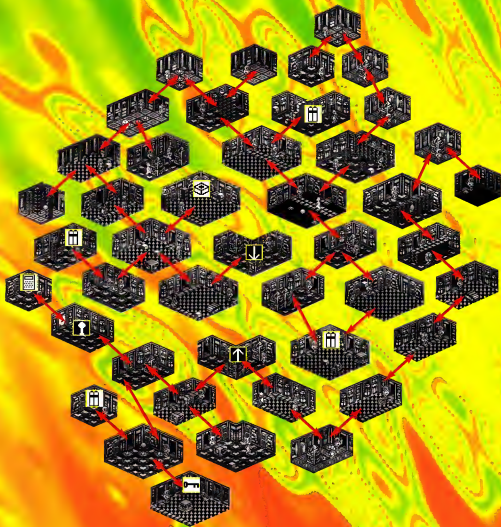


TELEPORTER



ELEVATOR DOWN

LEVEL 2 - ENGINEERING





USE THE STEP BLOCK FOR COVER!

You must first cross the wide gaps to the step block. Then get behind it by picking it up, moving forward, then dropping it. Now, push it up to the corner, trapping the droid. Finally, jump free!



MASTER THE CORNER JUMP!

Certain areas require that you jump around corners (usually over treacherous spikes) to reach your destination or avoid a droid. Timing is critical in this room because one mistake means doom!



THE GARFF CAN SPRING YOU OUT!

You may either use the Particle Disruptor to free the Garff or wait for it to push the step block so you may grab it. Next, jump on the Garff's head to bounce over the high wall to the exit!



ONE-WAY TICKET!

The only way to reach the air tank in the area is to enter from the right. This will give you access to the powerful jumping board and spring you to the air tank.



LEAVE IT ALONE!

The Circuit Breaker on this level is hard to attain, so it would be best to leave it alone and continue your mission. Otherwise use the middle block to jump across.



LOOK OUT BELOW!

Some rooms have no floors! If you fall, you'll land in the level directly below you. Here, jump to the lone floor tile to avoid being knocked unconscious by the Zak.

MAP SYMBOL KEY



AIR TANK



NO FLOOR



MEMORY INTERFACE



LOCKED DOOR



PARTICLE DISRUPTOR



STUN GUN



CIRCUIT BREAKER



ELEVATOR UP



SECRET DOOR



CODE KEY



TELEPORTER



ELEVATOR DOWN

MAP SYMBOL KEY

	AIR TANK		NO FLOOR		MEMORY INTERFACE		LOCKED DOOR
	PARTICLE DISRUPTOR		STUN GUN		CIRCUIT BREAKER		ELEVATOR UP
	SECRET DOOR		CODE KEY		TELEPORTER		ELEVATOR DOWN

LEVEL 3 - CRYODECK





DON'T FORGET A DISRUPTOR!

If you want to get the Computer Interface from the next room, you'll need the particle disruptor to destroy the pile of step blocks in your path. Be careful of the droid. You only have one shot.



JUST WATCH THAT FIRST STEP!

Here's a touchy situation! To get across, jump to the middle tile. Then take a mighty leap to the other side. You'll just make it! If you miss, however, you'll fall to the level below you!



WHAT'S THAT UP THERE?

Yikes! An evil Zak fell on your head! Don't worry, as long as he's up there, he can't hurt you. The best way to finish this room is to quickly run to the other door without hesitating. The Zak won't fall.



JUST WHEN YOU GASPED FOR AIR...

Here it is! An air tank! Whew! To get it, you may need to jump several times on the trampoline. The left-hand step block is hard to reach.



THIS ZAK HAS SOMETHING ON HIS MIND!

A Circuit Breaker to be exact! Run around him, get on the platform, and prepare to land on the Zak's head. Then grab the Circuit Breaker and run!

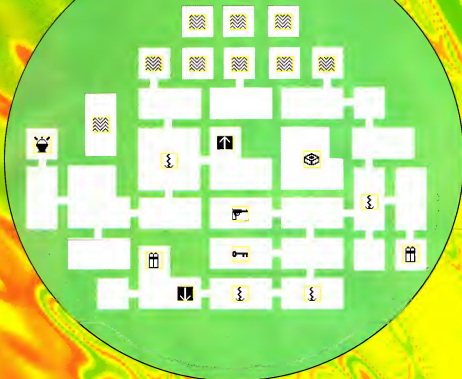


HOW FAST CAN YOU RUN?

Ouch! To get this Stun Gun, you'll need to run and jump to it before it falls onto the spikes and into oblivion! You may need to try several times. Most of the areas require speed and jumping ability. There are very few rest areas. The best way to slow down is to jump to a perch, unless a Zak or hopping droid is in the room. Also watch out for the Garffs, because not only is your jumping hindered, but you cannot run straight or fast. Every second counts!



LEVEL 4 - TRANSPORTERS



MAP SYMBOL KEY

	AIR TANK		NO FLOOR		MEMORY INTERFACE		LOCKED DOOR
	PARTICLE DISRUPTOR		STUN GUN		CIRCUIT BREAKER		ELEVATOR UP
	SECRET DOOR		CODE KEY		TELEPORTER		ELEVATOR DOWN



HOW FAST CAN YOU JUMP?

As soon as you enter this room, you need to move forward and jump to safety! The box will not hinder you if it lands on your head, just keep moving! One quick leap and you're home free.



ARE YOU A SKILLED JUMPER?

This room will test your jumping skills to their maximum. The first test is the moving platform. Next, jump from the platform to the conveyor belt. Lastly, jump around the corner to safety.



TRANSPORT TO THE NEXT ROOM!

Ugh! Transporters are a pain sometimes, especially when they're perched in a floorless room! These blocks disappear when you touch them, so hold the jump button down and hop to it!



VALUABLE AIR IS HARD TO FIND!

To get this troublesome air tank, jump on the vanishing block to the trampoline. The jump to the air tank is difficult, but possible.



NOW WAY! HOW IS IT POSSIBLE?

You can reach the gun! The hidden blocks are right in front of you! Just have faith and jump forward. The blocks will pave a path to the gun.



DROIDS CAN BE HELPFUL SOMETIMES!

When you enter this room, stand in the upper corner. This will let the droid walk on your head and slowly push the key off the ledge!



LEVEL 5 - RECREATION



LEVEL 6 - THE GALLEY



MAP SYMBOL KEY



AIR TANK



NO FLOOR



MEMORY INTERFACE



LOCKED DOOR



PARTICLE DISRUPTOR



STUN GUN



CIRCUIT BREAKER



ELEVATOR UP



SECRET DOOR



CODE KEY

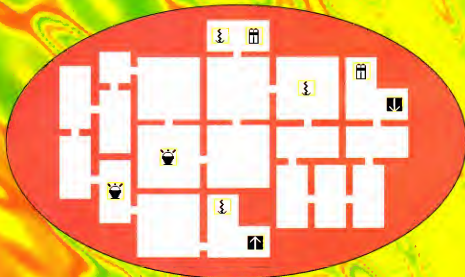


TELEPORTER



ELEVATOR DOWN

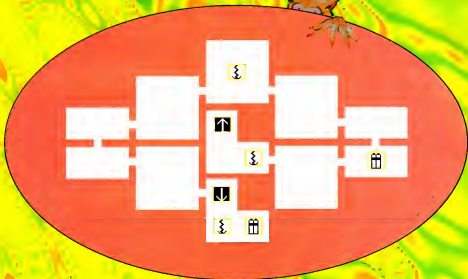
LEVEL 7 - CREW'S QUARTERS



MAP SYMBOL KEY

	AIR TANK		NO FLOOR		MEMORY INTERFACE		LOCKED DOOR
	PARTICLE DISRUPTOR		STUN GUN		CIRCUIT BREAKER		ELEVATOR UP
	SECRET DOOR		CODE KEY		TELEPORTER		ELEVATOR DOWN

LEVEL 8 - CONTROL BRIDGE



MAP SYMBOL KEY



AIR TANK



NO FLOOR



MEMORY INTERFACE



LOCKED DOOR



PARTICLE DISRUPTOR



STUN GUN



CIRCUIT BREAKER



ELEVATOR UP



SECRET DOOR



CODE KEY



TELEPORTER



ELEVATOR DOWN



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BEHIND THE SCREENS AT SEGA OF JAPAN

"THE MAKING OF SONIC THE HEDGEHOG"

He's cute, loveable, ornery, and impatient. Just looking at him on the screen causes you to smile because he has the attitude and looks of a character that is so different, you can't help but like him. Who? It can only be Sonic the Hedgehog.

We fell in love with him back in June of 1990 when he made his public debut at the Tokyo Toy Show. It was only a short running demo but what was there was so different that we had a feeling this game was going to be something special. And we've been chasing after him for a year and finally caught up with him this June. After interviewing the key people behind this super game we find his history is as exciting as is the game.

THE BEST FROM SEGA

It was 1 1/2 years ago. Sega had their new Mega Drive/Genesis system and they wanted to make a game that was to be truly exceptional. It was to show off the capabilities of the system. It was to be Sega's flagship. But it also had to be fun to play for people of all ages.

SONIC THE WOLF...???

The first project was to select a character that would be appealing to everybody. This was done inside



of Sega of Japan. A contest was held, and all the employees of the company were asked to send in a sketch of this new character. There



The finalists in the pick the hero contest!

were over 100 different entries and the four finalists included a bulldog, a wolf, a man with a large mustache and a porcupine-type animal.



The first appearance of a porcupine in a Genesis game was in Alex Kidd.

We all know who won but could you now picture Sonic as being a wolf? The man with the mustache was impressive and he did make it into the game, but not as the hero, rather as the evil Doctor Ivo Robotnik!

DO THE IMPOSSIBLE!

With the character set, it was time to do the game. But it was not to be just an ordinary game, it was to be the best that Sega has ever done. To do this Sega pulled out all the stops and gave the project to the best people they had.

The main people who were responsible for this super game are Mr. Minoru Kanari, Manager, 16-bit Consumer Software Development and Mr. Naoto Ohshima, Chief Character Designer. Six other people worked on the Sonic project including graphic designers, programmers and artists. The music was done by a popular group - Dreams Come True.

GOOD GAMES TAKE TIME!

The directive was that Sonic had to be all new. Not just another action game with a cute character, but this game was to do things that no game has ever done. This would take time. In fact the first 6 months



Mr. Minoru Kanari and Mr. Naoto Ohshima of the Sonic Team.



After the shape of Sonic was determined, a clay model was made to assist in the animation.

were devoted to the game concept alone. That's an unusually long time considering that a 'normal' game takes only about 8 months to do the entire project!

With the game laid out, the next year was devoted to make the impossible happen. Sonic was to have incredible speed (as the name implies), the animation had to be perfect - not choppy but smooth. The screen rotation had to be done in software and condensed to fit into a 4 megabit configuration. Secret rooms were built in as was a 'skill' factor. Depending on how fast Sonic would be going off some of the jumps, he would reach various heights where there are different bonuses. Multiple endings were also built into the game to inspire the player to continue playing.

SONIC'S A HIT!

While Sonic made a brief appearance as a self running one screen demo at the 1990 Tokyo Toy Show, it wasn't until the U.S. 1991 Winter Consumer Electronics Show when



Either stuffed or real, U.S. or Japan, Sonic was at every trade show!

Sonic would make his grand debut. And what a grand entrance it was! Virtually every publication, both U.S. and foreign, was thoroughly impressed with the unbelievable action and tricks that were built into the game. We here at EGM were so impressed, that all of the editors unanimously selected Sonic the Hedgehog as the "Game of the Show". And, as we found out later, Sonic was less than 40 percent done at the time of the show!

After the CES Sonic went back to Japan where work continued on the detailing of the game. Additional moves were incorporated into the

game, the animation was fine tuned until it was perfect, and special software algorithms were created just for this game so that the screen rotation sections would be smooth and natural appearing. As all of this was progressing Sonic would take some time off to make an appearance at the various Consumer Software Group shows throughout Japan. And always getting the same results - long lines of interested players waiting just to get a few minutes at playing this sensational soft. Finally, after over 18 months of long hours Sonic was finished. Just in time for the U.S. Summer Consumer Electronics Show. Again, as in January, Sonic drew crowds. But this time he had competition. Mario was back for his fourth adventure. Sega, prepared for the comparison, was undaunted and took the initiative. At their booth, Sega had a



Sega ran a side-by-side comparison with Mario 4 at the CES!

side-by-side comparison of Sonic vs. Mario! From similar comparisons held nationwide, Sega officials stated that over 90 percent of the players who participated in the comparison preferred Sonic to Mario 4.

SONIC GOES PUBLIC

It wasn't much of a surprise but when Sonic appeared in the stores in early June, Sonic literally flew off the store shelves. Sega states that not only is Sonic their best selling U.S. cartridge ever, but worldwide precursors also surpassed even the most optimistic forecasts. Sonic hit Europe around the end of June and appeared in Japan in late July. According to our World Net sources, Sonic is in great demand virtually everywhere in the world! Shortages exist everywhere and Sonic is get-

ting rave reviews by game magazines in every country.



Sonic appeared in Europe shortly after the U.S. introduction!

SONIC DIVERSIFIES

Like any popular character, the Sonic likeness will start appearing elsewhere. In Japan Sonic dolls, fans, comic books and note pads are already out. Also, if you look



Sonic dolls, pads of paper, fans and comic books! Soon he will be everywhere!

close, Sonic makes a cameo appearance in the hit 32 bit arcade game - Rad Mobile - he is hanging on a chain that sways back and forth on the screen. TV isn't out of the realm of possibility and, of course, a sequel video game is already underway as is a Master System and Game Gear 8 bit version of the original cart. One thing that is for sure, Sonic will not fade away into obscurity as Alex Kidd did. Starting in September, Sonic will replace Altered Beast as the pack-in cart with the Genesis System!

It's been a year and a half in the making but it was well worth all of the extra effort. Sega now has a game that not only shows off the capabilities of the system, but is fun to play too!

FACT-FILE

Manufacturer: Jaleco
Machine: Nintendo
Cartridge Size: 4Meg
Special Chip: MMC3
Number of Levels: 7
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: October

KNOCK OUT THE ENEMY INVADERS!

You're a member a special task force who are half robot and half human. Enemies have invaded the planet and have taken control! You must defeat the enemies and retake the planet or the whole human civilization is doomed. The only thing that will help you on your mission is the speed and power that you have in your fist. You will receive some help from friendly robots, but you will have to earn their help.

JET PACK POWER



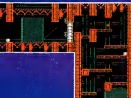
When you have attained one of each of the eight power-ups, you can do a very interesting thing with it. You can grab on to the power-up and use it to fly you up anywhere. You can then use it to get to unreachable levels.

SCENE 1

SHATTER HAND



After you have one of the power-ups you can get one additional one. To do this you have to obtain one of the power-ups and then get that same one again, without losing the original one. If you do this you will turn into a robot that shoots flames. This only last for a little while though.



SCENE 2



SCENE 3



SCENE 4



SCENE 5



Once you get past the first level you can pick from any of the five levels you want to do next. After you beat those five levels you will go to the final level where you will meet the end boss. This will be the greatest challenge in the game.

SCENE 6



Manufacturer:FCI
Machine:Nintendo
Cartridge Size:4 Meg + Bat.
Number of Levels:NA
Theme:RPG
Difficulty:Hard
Number of Players:1
Available:Now

POOL OF RADIANCE

RICHES, FAME,
AND GLORY!!!

Are you ready to enter the world of Pool of Radiance? You arrive in the city of Philan. As you enter the city you meet a man who will give you a your explaining all the sights of Philan. This city is divided into two, one side infested with monsters and one side populated by people. As you travel farther into the game you will engage in many battles, all of which you must survive in order to continue your journey. With three of your own characters and three of your workers you travel throughout the land to find the Pool of Radiance. Now, pick up your sword and put on your armor as you must be off on your quest.



გაუგდონ



GOLDFEAF



FELGAR



When you come into a situation to fight, you should always remember to have your fellow companions healed. Beware of enemy magic spells. They are deadly!!!



these ARE some of the many characters you will meet.



REMEMBER TO CHECK BEHIND EVERY DOOR FOR EXTRA WEAPONS AND POWER!!!



FASTEST LAP™



**AUTHENTIC, F-1 ACTION DOWN
TO THE LAST DETAIL!
RACE AGAINST TIME OR AGAINST
A FRIEND FOR THE WORLD
CHAMPION TITLE ON
SIXTEEN OF THE HOTTEST
RACEWAYS OF THE
INTERNATIONAL CIRCUIT!**



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CIRCLE #106 ON READER SERVICE CARD

Printed in Japan

FACT-FILE

Manufacturer: Acclaim
Machine: NES
Cartridge Size: 2 meg
Number of Levels: 50
Theme: Action
Difficulty: Easy
Number of Players: 2
Available: Now

Watch out dinos, Trog wants food!

Trog is based off of the popular arcade version that starred a cast of digitized clay figures. Even though the playmation technique has been removed, this cart still retains some of the arcade's highlights. The object of the game is to guide a cute dinosaur through an island collecting colored eggs. The main problem is that you are being pursued by a tribe of one-eyed cavemen who have a major appetite, and you're on the main course! In order to beat the level you need to collect all the eggs on the screen. After which, you can proceed to the next level. Other items you can pick up include a shield for temporary invincibility, an item for flame breath, and a pineapple that will transform you into a ferocious Tyrannosaurus Rex, so that you can do a little hunting of your own! If all else fails, use your fists! Stand-by, prehistoric action is almost here!

*Become a
ferocious
adult dino
and settle
your
hunger by
feasting on the cavemen for a
while!*



USE FRUITS AND ITEMS TO POWER-UP!



THERE ARE MANY LEVELS!



IT'S TROG!



TAKE A LOOK AT THESE EXPRESSIONS!



Enter
these will
let you
warp to
an other
point on
the
island!



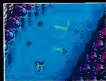
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FOR THE INVASION...

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Isolated Warrior is a high-speed, uniquely developed game based on a 3-D concept that features over 40 types of enemy creatures, realistic graphics and explosive sound effects! Become Max Maverick, alone warrior, who must defeat the awesome creatures that attack his highly civilized planet!



Power Mission simulates a realistic sea battle against a powerful enemy force. Select and deploy one of seven fleets and then destroy the enemy using radar, missiles and various weapons. **Power Mission** has 10 stages and the enemy gets stronger and stronger. Prepare yourself for this challenging, strategic, Game Boy game!



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Rock 'n' Ball
Currently
Available

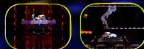
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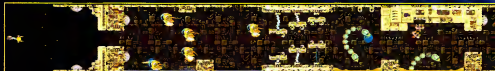
Manufacturer: Irem
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 7
Theme: Shooting
Difficulty: Moderate
Number of Players: 1
Available: October 1991

SUPER R•T•Y•P•E



BLAST THE BYDO EMPIRE TO KINGDOM COME.

You thought that the terror had ended. You assumed that the galaxy was a safe place to explore. You were wrong. Shortly after you ravaged the Bydo armada that tried to destroy the Earth, the Bydo Emperor launched a massive counterattack as an act of revenge. As the first glimpses of the Bydo empire appeared on the edge of the solar system, the Earth Defense League once again elected a lone soldier to pilot the R-9 and destroy the oncoming menace. This time desperate measure had to be taken because the Bydos are no longer interested in Earth's resources they're out for blood and won't stop until Earth is completely obliterated. You must invade the core of the Bydo Empire and go face to face with Emperor himself. I hope you've made out your will.

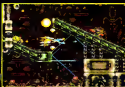


STAGE ONE



Enter the Bydo in this basic outer space defense zone. A well placed plasma blast should get rid of the pesky boss.

STAGE SIX



Now you're inside the Bydo base. Destroy the newest Bydo creations right off the production line.



STAGE TWO



Invade the Bydo warehouse and waste the boss with a Super Plasma Blast. Say, doesn't he look familiar?

STAGE THREE



Beware of kamikaze Bydos and rushing waterfalls. Shoot the boss in the eye with two blast for best results.



STAGE FOUR



Fight this huge battleship from the outside, then go in for the kill and destroy the core of the ship.

STAGE SEVEN



STAGE FIVE



The walls have a habit of moving in this level. Don't get trapped while fighting the end boss. Stay at the top.

This is the Bydo's last line of defense. Get through this onslaught of defensive firepower and you go face to face with the Motherbrain!



FACT-FILE

Manufacturer: Nintendo
Machine: Super-NES
Cartridge Size: 4-Meg
Number of Levels: 7+
Theme: Racing
Difficulty: Average
Number of Players: 1
Available: Now

F-ZERO

GENTLEMEN, START YOUR TURBINES...

Now that the S-NES is finally out, the system needs games that show off its capabilities, and F-Zero does exactly that. The theme is that you have to pilot your futuristic hovercraft through seven different tracks. But, you have to end up at least third in each race in order to proceed. The main challenge is getting to the finish line alive. Many obstacles will get in your way such as magnetic bars, land mines, and other racers with attitudes that would give their blood to be number one. Should you touch these, your power will decrease lower and lower until you blow up, but there is a section on the track that will restore some of your power via a large airborne supply vehicle. Also dotted around the track is some rough terrain that will slow you down. But just avoid it. Easily one of the best racing games ever!



Watch out for those jumps!



Check out these rotation sequences via the mode 7 processor.

CHOOSE YOUR HOVERCRAFT!



Think out which craft you want. Each one has its own advantages.

WATCH OUT FOR RACEWAY DANGERS!



LOOK OUT! Dangers like mines, Magnetic bars, and other cars will reduce your power.



THERE ARE THREE DIFFICULTY LEVELS!



HELPFUL ITEMS

Many objects like arrows and nitro cans will help you speed by the other racers as well as finish the track with a better time record!



READY, AIM, PUNISH!

SPECIAL
APPEARANCE BY
SPIDER-MAN™



Rocket missiles are the perfect weapon to blow up enemy choppers.



Rocket-riding mercenaries lurk in the deadly jungle brush.



Voodoo and drug smugglers? Time to break their spell...Punisher-style!



Crime. The stench is everywhere. But now Jigsaw and his band of drug lards will be taught a lesson in justice — Punisher-style!

There's nowhere for them to hide. Picking his M60 machine gun, nitro-charged grenades and heat-seeking rockets, The Punisher™ will hunt them down from the urban New York jungle to the voodoo-infested wilds of South America... destroying everything evil in his sight! With Spider-Man® at his side, hundreds of enemies will be given the ULTIMATE PAYBACK!

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CIRCLE #150 ON READER SERVICE CARD.

NUMBER 3 !!

ELECTRONIC GAMING MONTHLY

\$10,000

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Get set for the most spectacular video game contest ever! EGM is giving away more than \$10,000 worth of video games and equipment throughout 1991! We're giving away a slew of hard-hitting hardware and game softs to SIX lucky readers in not one, not two, but THREE special drawings! Great prizes like a Super Famicom, Super Nintendo, Sega Genesis System, an NEC TurboGrafx-16, an Atari Lynx and special sets of 10 hot titles for the Nintendo Entertainment System!

And the excitement doesn't stop there! EGM is giving away a super GRAND PRIZE, a full-sized arcade video game, to one of these 15 champions!

Entering the EGM \$10,000 Great Game Give-Away is the easiest part of all! Simply detach the Reader Service Card from this issue, circling the appropriate reader service number for FREE GAME INFORMATION, and send it in for automatic contest entry!



Rules: All entries must be postmarked by September 30, 1991 to be eligible for the third drawing. All previously accepted entries are eliminated after each drawing is completed. The decision of the judges in the selection of the winners is final. Neither EGM nor the judges will be liable for lost or misdirected mail. No purchase is necessary to enter. Multiple entries are allowed, but only if sent under separate postage to: EGM Great Game Give-Away, 1923 Highland Avenue, Suite 222, Lombard, IL 60148. The specific titles of the Nintendo game packs contained in the Nintendo game packages is up to the judges. Employees and families of Sendal Publications, Inc. are not eligible to enter. Deadline for third drawing is September 30, 1991. Grand Prize Winner is selected at random from the previous 15 winners on October 15, 1991. The title of the arcade game awarded is up to the judges. Void where prohibited. * \$10,000 value based on MSRP of all products awarded.

FACT-FILE

Manufacturer: Jaleco
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Easy
Number of Players: 1 or 2
Available: September



BATTER UP!!!

Jaleco extends their Bases Loaded series to the Super NES. They have made many changes in this spectacular version, but the biggest is in the graphics which now are in a 'league' of their own! Also, they have given the game a whole new perspective when it comes to fielding. This creates a nice effect.

There are two challenges in this baseball game. The first is to beat the other team, and the second is to beat a level 5 team and get a perfect score of one hundred. Your score is based on five categories and every time you make a mistake, you lose valuable points. So start warming up as this is one of the best versions of baseball yet.



The outfielders give you more control than in previous baseball carts. Play just like a real baseball player would by diving and jumping for the ball and make great game winning plays.

PLAY BALL!!!



The new reverse perspective you have when you bat and hit the ball makes it a little different than most baseball games, and takes a bit getting used to.



CUSTOM DESIGN YOUR TEAM IN THE EDIT MODE!



This game offers you a unique editing option which allows you to modify your players to give them new stats. You then can make them as good or bad as you would like. Make your team the perfect players!

When editing your players the ability that a player has is all up to you. You can change their batting averages, the number of home runs they have, or if they bat righty or lefty.



HOLY COW! IT'S A HOME RUN!



If you get a home run then you will be treated to a cool cinema display. There are three different ones to watch for!



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 8 Meg + bat.
Number of Levels: NA
Theme: RPG
Difficulty: Hard
Number of Players: 1
Available: Oct.

SHINING IN THE DARKNESS

A BRIGHT LIGHT SHINES ON ALL!!

Are you ready to save the king's daughter? Well that's your quest! The king of Thornwood wants you to bring back his kidnapped daughter. Your journey begins in a small town. The town people will help you on your quest. They supply you with plenty of information that will be helpful in finding the daughter of the king. But where is she? Powering up your weapons and getting many items is essential as your quest will be long and perilous. Journeying in the dungeons is like first step.

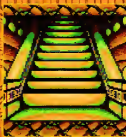
These mazes are set in a very difficult first person perspective and as such, it is very easy to get lost! Be prepared to do battle with the most hideous force of evil as you progress through the built level corridors. Make maps as you go and pay attention to the features on the walls as they will guide you along. Bring her back alive!



OH HOLY ONE!



GOING UP!



When entering the town, remember to visit all the shops. At certain times you will receive the best deals on weapons and armor. Visit the tavern often to sleep, add skills to the priest in the phone to save your game. Journey on again so you can enter the land of Thornwood!





Check around every corner,
because you should find a big
treasure!



**STOCK UP
ON HERBS!**



*The monsters in the dun-
geon's will be plentiful
and very strong. Don't be
afraid to retreat!*



**WEAPONS
STRONG
ENOUGH?**



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DIE HARD

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Thunder Fox
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FACT-FILE

Manufacturer: Bignet
Machine: Genesis
Cartridge Size: 8 meg
Number of Levels: 8+
Theme: Shooter
Difficulty: Medium
Number of Players: 1
Available: September

RAIDEN TRADE

CAN YOU SAVE EARTH FROM THE ALIEN INVASION?

It's the year 2090 A.D. and alien forces have been launched in order to take over our world and its people. The Earth forces have only one choice and that is to attack the enemies with their new untested supersonic fighter bomber called "Raiden." You are the only one who knows how to fly this sophisticated ship, so don't let the human race down.

Bignet brings a new 8 meg vertical scrolling shooter to the Sega Genesis. There are 8 levels of intense shoot'em up action and one special stage. Plenty of power-ups and a high level of challenge make this one of the best arcade translations yet!



Unlike other shooters, when you die you aren't completely powerless because a fairy comes out and will supply you with a few power-ups.

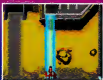
INCREDIBLE POWER-UPS!!!

WIDE SHOT



There are two types of power ups for your shots. One is a wide shot and the other is a laser. The laser is strong, but it is a little small. The wide shots are weak, but cover the whole screen. Each one has eight levels of power.

LASERS



THERE ARE TWO TYPES OF MISSILES! POWER THEM UP FOUR TIMES...



MULTI- WARHEAD MISSILE



This is a nuclear missile that shoot straight ahead, and is very powerful. A number of them can be fired at one time.



HOMING MISSILE



This one is a homing missile and is very useful. While it isn't as powerful as the multi-warhead missile, it does more damage.



LEVEL - 1



You just took off from Earth, so you haven't run into any really major enemies. This is a good time to power-up your ship and collect a few bombs.



BOSS



LEVEL - 2



Things begin to get a little more intense because you are getting deeper into your mission. Use your bombs wisely because you'll need them later.



BOSS



LEVEL - 3



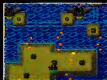
The enemy takes to the seas, as you make your way towards your final encounter. You will face different types of enemies as you cruise over the water.



BOSS



LEVEL - 4



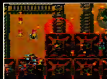
The opposition has set up their defense on the islands and there are some very dangerous enemies waiting for you. Don't the enemy gang up on you, or else!



BOSS



LEVEL - 5



The enemy has backtracked and is now attacking the earth at full force. You must do a little house cleaning and waste these annoying invaders.



BOSS



LEVEL - 6



The aliens have retreated to outer space. You no longer have the home field advantage, so be prepared for some furious fire-fighting among the stars.



BOSS



Do you have what it takes to battle through two more intense stages to get to the special stage?

FACT-FILE

Manufacturer: Electronic Arts
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Moderate
Number of Players: 1 or 2
Available: Now



HIT THE ICE!

EA expands their sports series to the ice with NHL Hockey. They've taken hockey and put it at its finest, with fights, penalties, face offs, incredible saves, awesome checking and, skating so real it seems like you're really on the ice! In the two player mode you can play against a friend or both of you can play on the same team.

This game adds two new and interesting features. The first is a password that lets you continue the playoffs from where you left off. And the second is a real cool instant replay mood, where you can even control the speed of the replay, or rewind it to watch it again!



You can play in a tournament for the cup. Play best out of 7 if you're really good!



FACE OFF

BUILD SPEED



MAKE CONTACT



FLATTEN



FIGHT!!

Battle it out with your opponent in a real hockey fight using upper cuts and blows to the body. You fight while everybody else sits around and watches you duke it out. Watch out though - both teams will get a player sent to the penalty box.



FACT-FILE

Manufacturer: Renovation
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: NA
Theme: RPG
Difficulty: Average
Number of Players: 1 or 2
Available: September

BRAVE THE MAZES!

A Long time ago the powerful Dark Sorceress, Castomira, lived in a place called Arcus. She had planned to use her dark magic to take over the world and reshape it to her liking. Many warriors died trying to defeat her. However, there was one brave soldier named Leaty. He had the unique ability to use the power of light magic and he challenged Castomira. Their battle was great and destroyed most of the land, but Leaty was victorious.

After the battle Castomira was confined to the dark world and Leaty created a magical sword for his descendants but it was lost. The followers of Castomira are becoming stronger, so you must retrieve the sword and return peace to the land.

ARCUS ODYSSEY

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ACT 1 - LEATY'S POWER



BOSS

In the first level you have to find the road to the prison. You will find the way out from a man hidden in the maze. Search the whole maze to find power-ups.

ACT 2 - THE LOST CAVE



BOSS

You are on the road to the prison. First, find the key, then locate the inmates and let them out of their cells. One of them will then show you the way to the next level.

CHOOSE FROM THESE MIGHTY WARRIORS



You can choose from one of four different characters, each having his/her own traits. Jedda Chef, the swordsman, possesses a very powerful sword and knows how to use the power of magic. Diana Firey, the archer, is a great fighter, but her knowledge of magic is limited. Erin Gashuna, the warrior maiden, uses a chain sword, but she will only be able to use simple spells. Bead Shia, the magic-stick fighter, knows powerful magic and can talk directly to the dark world. Choose your companions wisely and begin your journey to retrieve the sword and return peace to the land.



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Diana Fireya



Erin Gashuna



Bead Shia

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FACT-FILE

Manufacturer: Acclaim
Machine: GameBoy
Cartridge Size: 1 Meg
Number of Levels: NA
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Sept.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

EAT MY SHORTS!

Bart's back and this time he's on GameBoy. Bart is sent to camp for two months and he doesn't like that at all. And to top it off, his instructor, Ron Fiet Burns, doesn't like Bart and plans to make his stay at camp as difficult as it can be. How - by forcing Bart to do things he doesn't want to do, and then turning everybody there against Bart.

It's your job to make sure the camp instructor falls in his plan. All you have to do is keep Bart alive through out his stay. You must climb, jump, throw, and fight your way through your journey. Lisa is your only friend and will help you on your way.

Get help from Lisa on your quest!



Lisa will provide you with many power-ups, including a boomerang. This is a very important item which lets you attack your opponents. Use them wisely and make sure to to catch them coming back.



Lisa will supply you with a bee suit, that will let you to get one of the flags you need, without getting stung by the bees. You can only wear it for a certain amount of time, and don't get hit or you'll lose it.



MORNING ACTIVITY
FLAG CAPTURE
TEAM A
BART SIMPSON
TEAM B
EVERYBODY ELSE
NO SPITWADS

Scene 1

You play a game of capture the flag and it is Bart against everybody else. You must capture three flags to win. Watch out for your deadly foes, and the bees. Take it slow, there are some difficult jumps!



LUNCH BREAK
DEVOUR EVERY MORSSEL
NO FOOD FIGHTS
YOU THROW IT
YOU EAT IT

Scene 2

It's lunch time and the others at the camp are trying to stop you from eating your lunch. Use everything you can to make sure they don't succeed. Watch out for the lunchroom supervisor!



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CIRCLE #138 ON READER SERVICE CARD.



FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cartridge Size: 1 Meg
Number of Levels: N/A
Theme: Sports
Difficulty: Easy
Number of Players: 1 or 2
Available: September

BLADES OF STEEL

HE SHOOTS, HE SCORES!!!

Konami is the first company to bring the brutal action of hockey on the go. *Blades of Steel* for the GameBoy contains the same fast action of the NES cart with special additions like a practice mode, which allows you to practice your penalty shots or your fighting abilities.

Also, you can play against the computer or go for some head to head competition against one of your friends. This cart is loaded with three tournaments to beat and all of the bells and whistles that made the NES cart so good.



You can play against the computer on three difficulty levels.



WHAT WOULD A HOCKEY GAME BE WITHOUT A FEW FIST FIGHTS AND PENALTY SHOTS?

PRACTICE MODE

Go one on one against the computer in a shoot off. Make sure to perfect your penalty shots, to insure that you'll win in case of a tie game.



Fist it out in a practice fight against the computer. Practice to insure that you aren't the one that is sent to the penalty box.

CHECK OUT THE AMAZING CINEMA DISPLAY AFTER YOU GET A GOAL.



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CIRCLE #177 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 1 Meg
Number of Levels: 99
Theme: Puzzle
Difficulty: Easy
Number of Players: 1
Available: August



Change the blocks from blue to red in order to advance to the next round.

SLIDE YOUR WAY OVER THE BLOCKS!

Slider is a puzzle game where you have to walk over blocks and change their color. As you do this there are enemies that will try to stop you, but you can shoot them. Other hazards get in your way like ice, arrows (that shoot you ahead), blocks (that fall when you walk on them), and icons (that make some of the blocks disappear), but, with persistence, you can succeed!

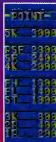


Get the fire icon to increase the number and direction of your shots.



FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 1 Meg
Number of Levels: NA
Theme: Puzzle
Difficulty: Average
Number of Players: 1 or 2
Available: August



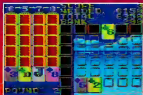
These are the point values you get for certain hands. You want to play your cards right so you can get the best hand, to get the most points!

Jacks or better to open!

This cart takes two popular card games and combines them to give you a game called solitaire poker. You have to make five card hands and you get a certain number of points for the kind of hand you have. You get the most points for five of a kind. The goal is to get a certain amount of points to get to the next round. The required points increase with each round.



You get points for how good of a hand you have. Your hands are up, down and diagonal. Try getting three of a kind and two of a kind for a full house.



You pick what card you want and then you put it in the spot you would like it to go. Use strategy and planning to get the best out of your hand.

Double Action, Double Fun on Game Gear



BATTER UP

BATTER UP has hard-hitting power, screaming line drives, impossible diving catches and sizzling pitches. Whack that fast-ball into the grandstand! Hurl hair-raising curve balls past the batter. Leap to snag mile-high fly balls. You control the lineup, call in pinch hitters and relief pitchers, even bunt and steal bases. Choose from 14 teams, two stadiums, plus five and nine-inning games. With two Game Gears, challenge a friend to create your own world series.

namco
The Game Creator



PAC-MAN

Here's PAC-MAN, zipping around the maze munching yummy ghosts. If they catch him, he's ghostflakes! Chomp down power dots and fruit treats for big bonus points. Connect two Game Gears for extra ghost-mania. Choose different rounds to even up the competition. When you gulp a ghost, it pops up in your friend's maze. Then he's got double trouble, and you've got the points!

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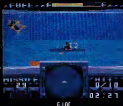


Simulated television picture

NOW AVAILABLE NATIONWIDE

AND READY TO GO.

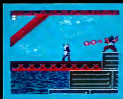
Game Gear™ turns the whole world into your personal playground. That's because the new color portable video game system from Sega™ comes ready to play and packed with possibilities. For one thing, every Game Gear comes with the popular Sega hit, COLUMNS™, pictured left. And that's just the beginning. With Game Gear you can play arcade favorites like G.L.O.C.™, SUPER MONACO GP™ and SHINOBI™ anywhere you want. Or run, climb and loop through the CASTLE OF ILLUSION STARRING MICKEY MOUSE. And lots more games are on the way. They all look great because Game Gear has 32 on-screen colors out of a palette of 4096. The backlit screen means you can play in any kind of light. Even total darkness. And don't forget Game Gear's many optional features. Plug in the TV Tuner™ and your Game Gear becomes a hand held color television. Plug in headphones and you've got multi-channel stereo sound. Game Gear also has the added convenience of multiple power sources. It operates on batteries, an AC adapter or a car adapter. So wherever you go, you've got power to spare. Remember, there're lots of ways to go. But with Game Gear you go in style.



G.L.O.C.



SUPER MONACO GP



SHINOBI



CASTLE OF ILLUSION STARRING MICKEY MOUSE

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*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes.
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CIRCLE #107 ON READER SERVICE CARD.

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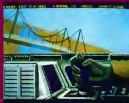
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Contest Rules: All entries must be received between August 15, 1991 and October 15, 1991. SEGAM is the judges are not liable for loss of misdirected mail. One entry per person. Multiple entries will be disqualified. Prizes are not transferable. Single or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sega Publishing Group, Inc. or Sega of America, or to members of an immediate family, or associated with employees. Taxes are the responsibility of the winner. Sega of America reserves the right to cancel this promotion with appropriate notice. Value of prizes: Grand Prize \$1,000. First Prize \$1,000. Second Prize \$1,000. Prizes courtesy of Sega of America.

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This is your opportunity to upgrade your controller as **20 FIRST PRIZES!** 20 lucky winners will win Sega's premium Arcade Power Stick!

20 lucky players will win the Sega Genesis brand game of your choice!

20 SECOND PRIZES!

FACT-FILE

Manufacturer: Sega
Machine: Master System
Cartridge Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: October

THE LUCKY DIME CAPER

QWACK DOWN ON MAGICA DISPELL!

Sega increases its Master System series with a Donald Duck adventure. You play the part of Donald and your nephews have been captured by Magical Dispell. She is holding them captive in order to get at Uncle Scrooge's money. Also, when Magica Dispell grabbed Huey, Dewey and Louie, she also stole Uncle Scrooge's lucky dime. Without this dime Uncle Scrooge's fortune is sure to go down the drain. Donald is the only one that can help out Scrooge McDuck and save Huey, Dewey, and Louie. In the process you must also stop Magical Dispell from becoming the Richest Duck in Duckburg! Go to it Donald!

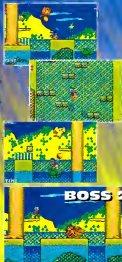
STAGE SELECT

When you are rescuing your nephews you can pick what order you want to rescue them in. After you rescue all three you will get more levels to beat.



STAGE 2

In this level you have to jump, swim and fight your way in order to advance. You must make some very difficult jumps. In order to beat the boss you should use your head and be sure to get him before he gets you.



STAGE 3

You better hurry up because time is running out! Save your last nephew before Magica Dispell does something awful to him. Watch out for the rolling rocks, and the birds, they can become troublesome.



SCENE 1



THE MANY FACES OF DONALD!!



DONALD'S WEAPONS



The hammer is very powerful, but it only has a limited reach.



This weapon is useful for long range attacks.

BOSS 1



FACT-FILE

Manufacturer: Taito
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: October

FIGHT FOR YOUR LIFE, AND OTHERS!

Years ago, humans formed an alliance with the Titans to protect themselves from a horde of demons. Over the years, the Titans have forgotten how to use their magic and the demons are returning to enslave the land. Only you, a Titan youth with mystical powers to change yourself into a centaur, birdman, and fishman have the ability to stop the invasion. Called Saint Sword, you attack the demons searching through mazes for a key that will open the gates leading to the end bosses. Saint Sword has lots of enemies to conquer, and the end bosses are huge! Great music accompanies your quest to save the world.



When you find the key to the gate, an arrow that shows the right direction will appear. The way to get there is not always what looks like the most direct route.



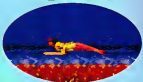
FORM 1



FORM 2



FORM 3



FACT-FILE

Manufacturer: Sage's Creation
Machine: Game Gear
Cartridge Size: 1 meg
Number of Levels: 8
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: 4th Qtr. '91



CAN YOU BEAT THE DEVIL!!

Devilish is not just another pin-ball game. Devilish combines a "Breakout" style game with a pin-ball aspect. In this game you must battle your way through 8 different levels, such as Waterfalls, Ice World and the Evil Temple. The paddle is movable. It can be changed into four different types of formations. You will meet a variety of enemy characters like Skeleton Warriors, Bloody Wheel, and the French Doll. There are 8 different traps in the levels like Irregular Reflection Zone, Fortune Roulette, and Warp Zone. Blocks are not the only obstacles you must destroy, there are lots of enemy characters preventing you from advancing into the later levels.

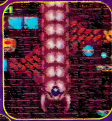


It was so peaceful! Until the Devil came!

ARE YOU READY TO ENTER THE DEVILISH MAZES?



THERE ARE
MANY DIFFERENT
EXTRA BONUSES
TO PICK UP IN
EACH LEVEL.
COLLECT ALL
YOU CAN !!



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KABUKI

== Quantum Fighter ==

FACT-FILE

Manufacturer: HAL
Machine: NES
Cartridge Size: 2 Meg.
Number of Levels: 6
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

THRASH THE KILLER VIRUS

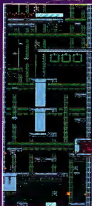
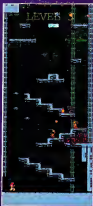
The Earth's defense system has been infected by a virus. Nobody can do anything to get rid of this virus. And the virus plans to destroy the Earth! You are a colonel and you have volunteered to test a new Image Transfer System. This system transfers you into a quantum fighter, and the fate of Earth is in your hands. The U.S. video game team brings you the last 4 levels of this incredible game, and, with this, you'll play like a pro.



As a quantum fighter you possess many skills. One being, that when you hang on a flat platform you can flip up and land on top of it.



The best way to defeat this boss is to use your mane. Use your coins for health because by the time you get up to the boss you'll probably need health!



There are some very difficult parts in this level where you have to avoid spikes. At this part when you land on top of the platform, you have to land on the left side of it to make sure you don't get hit by the spike.





Get the 1-UP



Attack this boss with your mane until he goes to the ceiling. Get as many hits in as you can because when he goes to the ceiling the only way you'll be able to hit him is if you use your three way shots.



To defeat this boss, you have to flip up on the platform that is hanging off the side of him. Jump on top of his head, then duck and punch the orb to finish him off.



Jump over the enemy fire to get a 1-up

YOUR FINAL ENCOUNTER!!!



The are two parts to the last boss. The first part you have to attack with your mane. The second part you should use your bolo.



Once you have defeated the enemy, jump up to the 1-UP.

Use your three way shots to get past these pits.



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Battletoads

All entries by Oct 15

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Now you can show off your game playing skills with your very own U.S. National Video Game Team jacket and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cert of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!



1. Edouard Charbineau 6,957,980

- | | |
|------------------|-----------|
| 2. Ron Hallberg | 6,676,870 |
| 3. Ken Murphy | 6,590,380 |
| 4. Mike Gentry | 6,557,640 |
| 5. Andrew Walker | 6,236,530 |

NINTENDO

Game	Score	Player
Abadox	86,000	Mike Miller
After Burner	14,335,970	Jeff Yonan
Bad Dudes	800,500	Jeff Funk
Beavis	6,162,268	Jeff Ardine
Burns Fighter	100,800	Target Score
Cobra	6,653,600	Joah Winter
Double Dragon	338,130	Joah Winter
Double Dragon 2	389,880	Chris Hoffman
Godzilla	5,846,708	David Wright
Guerrilla War	215,630	Stefan Zaczynski
Karnov	534,580	Ralph Mandes
Marble Madness	76,800	Stena Ryno
Mega Man	5,355,738	Jason Brucier
Metroid	70,000	Sergil Stenger
Paperboy	181,380	Garry Stockwell
P.O.W.	371,500	David Wright
Red Racer	35,443	Leslie Ford
Rampage	61,900	Edouard Charbineau
Road Busters	695,938	Sergio Stagal
Rolling Thunder	92,100	Owen Enser
Sky Shark	1,543,570	Chris Hoffman
Star Soldier	4,284,668	Jim Kelly
Super Mario Bros. 3	6,959,990	
Tetris	387,875	
TNT	2,184,150	
Wizards and Warriors	635,593	

Game	Score	Player
1943	2,947,300	Christopher Sims
After Burner	55,588,000	Alex Shinos
Arkanoid	1,165,910	Rob Stegmann
ASB	1,002,324	Todd Feller
Ghost(Pls)	85,223,956	Vince Tennant
Double Dragon	135,000	Vince Tennant
Hard Drivin'	\$28,000	Gerald Bishary, Jr.
Klax	3,206,800	Chris Gaudreault
Dut Run	40,350,270	Todd Burillo
Revenge	3,245,000	Den Lee
Sensory TV	12,624,000(1 play)	
Super Contra	10,840,310	

TURBO GENESIS SEGA

Game	Score	Player
After Burner	15,572,880	Christopher Sims
After Burner 2	234,400	Alex Shinos
Black Belt	650,000	Rob Stegmann
Double Dragon	627,000	Todd Feller
Moonbase	21,830	Vince Tennant
The Ninja	1,524,800	Vince Tennant
Pro Wrestling	566,400	Vince Tennant
Rampage	795,440	Gerald Bishary, Jr.
Rastan	31,139,380	Christopher Sims
R-Type	1,125,500	Brian Gaudreault
Shinobi	1,165,700	Todd Burillo
Space Harrier 3 - D	95,897,879	Den Lee

Game	Score	Player
After Burner 2	36,213,110	Den Lee
Ali Chav	78,623,000	Steve Swetz
Batman	833,888	Todd Burillo
Geared	1,791,641	Jim Heale
Ghosts & Ghosts	1,955,388	Tony Harrison
Last Battle	62,000	Aden Lee
Moonwalker	2,328,900	Den Overlander
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Revenge of Shinobi	12,337,500	Steve Swetz
Shadow Dancer	1,114,589	Tony Gishley
Sirider	327,550	Jason Walinski
Thunder Force 3	7,944,400	Chris McHugh

Game	Score	Player
Alien Crush	959,599,600	Barry Bowman
Blazing Laser	95,588,999	Chris Swedeen
Bloody Wolf	36,784,000	Kidney Graham
Bonk's Adventure	595,599	Chris Hygard
Cyber Core	8,668,000	Joan Winter
Galaga 90	1,504,140	Jeff Yonan
JJ & Jeff	16,175,600	Chris Camara
Legendary Axe	30,068,300	Ronald Winslow
Monster Lair	981,666	Paul Cinkler
Snake Arms	6,388,400	Jim Heale
Space Harrier	31,265,570	Joan Walinski
Splitterhouse	3,668,000	

Rules - All scores on Battletoads must be received by October 15, 1991. If maximum scores are reached, a drawing of all maximum scores will be conducted to determine prize winners. All scores must be submitted on official Team entry forms in company a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-618-6474.

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